JON MICHAEL JUBELAG

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https://jonmikeys.github.io/

ABOUT ME:

Singaporean interactive media developer,
Skilled in game/interactive applications programming
Enjoys working in the space between the underlying
technical systems and the front-end experience.

EXPERIENCE

SEP 2021 - CURR

CLIENT ENGINEER
GUMI ASIA PTE LTD

- Primarily worked on gameplay/localization systems and quality of life features for global version of Final Fantasy: War of the Visions (Android/iOS)
- Collaborate closely with UI Artists and Server Developers to integrate assets and implement features using Unity3D
- Wrote pipeline scripts to export spreadsheets to game data for Game Designers
- Identify and resolve technical issues within game client
- Wrote technical documentation using Confluence for gameplay QOL features/development tools developed by the global team.

JAN 2019 – JULY 2019

TEACHING ASSISTANT
DIGIPEN INSTITUTION OF TECHNOLOGY

Provided academic tutoring for a variety of modules offered at the institution. Modules that were covered are:

- GAM200 – Project II (2D Game / Custom C++ Engine)
- GAM120 – Introduction to Digital Production (Unity3d)
- CS170 - High-Level Programming II (C++)

MAY 2017 – OCT 2017

GAMEPLAY PROGRAMMER (INTERN)
SUTD GAMELAB

- Developed the system architecture/flow and control and communicating design to other programmers through UML and state diagrams.
- Implemented components pertaining to application control/gameplay and UI interface using Unity3D.
- Created an import tool to generate game json files to from spreadsheets for designers to use.
- Created tool to generate bug reports in-game and publish to Trello for QA's usage
- Demonstrated product to general public and stakeholders during GameStart 2017

EDUCATION

SEPT 2017 - SEPT 2021

BACHELOR OF COMPUTER SCIENCE IN GAME DESIGN
SIT/DIGIPEN INSTITUTION OF TECHNOLOGY – SINGAPORE

FEB 2011 – MAY 2014

DIPLOMA OF MULTIMEDIA AND ANIMATION
NGEE ANN POLYTECHNIC – SINGAPORE

PROFESSIONAL SKILLS

PROFICIENT IN:
Unity/Unreal/Custom C++
Gameplay/UI Programming

C#/C++
Python/Lua Scripting
HTML/CSS/WordPress
.NET/WPF
SQL (MySQL)

Version Control (Git/SVN)
Jenkins
Game/Level/UI Design
3D Modelling (Maya/Blender)

OTHER SKILLS:
Adobe Creative Suite
Microsoft Office Suite
Jira/Confluence/Slack/Google Suite/Trello

ACADEMIC PROJECTS:

EOS
(LEAD DESIGNER/GAMEPLAY PROGRAMMER) – CUSTOM C++
https://games.digipen.edu/games/eos
https://store.steampowered.com/app/1571180/Eos/

- Winner, Claude Comair Game of the Year (2020)
- Winner, Best Music and Sound Design

DYNAMO
(LEVEL DESIGNER/GAMEPLAY PROGRAMMER) – CUSTOM C++
https://games.digipen.edu/games/dynamo

- Winner, Best 2D Physics
- Finalist, Best Sophomore Technology
- Finalist, Best 2D Graphics