

JON MICHAEL JUBELAG

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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

MAR 2024 - CLIENT ENGINEER (FULL-TIME)
MAR 2025 RECDDED PTE LTD

GLOMPA (ANDROID/IOS)

- Primarily worked on user interfaces pertaining gameplay meta/monetization/rewards/social features for Glompa (Android/iOS).
 - o Notable features: In-game Mail, Tournament, Global Leaderboards, Level Map, Item/Reward display, In-game events (Sunken Adventure) and more
- Collaborated closely with Game Designers/UI Artists/Server Developers to implement gameplay features using Unity3D

SEP 2021 - CLIENT ENGINEER (INTERN / FULL-TIME)
DEC 2023 GUMI ASIA PTE LTD

FINAL FANTASY: WAR OF THE VISIONS (ANDROID/IOS)

- Primarily worked on gameplay/localization systems, quality of life features, social features (chat)
- Collaborate closely with UI Artists and Server Developers to integrate assets and implement features using Unity3D
- Wrote technical documentation using Confluence for gameplay QOL features/development tools.

MAY 2017 - GAMEPLAY PROGRAMMER (INTERN)
OCT 2017 SUTD GAMELAB

HUNTER'S TALE

- Developed the system architecture/flow and control and communicating design to other programmers through UML and state diagrams
- Created an import tool to generate game json files to from spreadsheets for designers to use.
- Created tool to generate bug reports in-game using Trello API
- Took part in GameStart 2017 for game showcase.

EDUCATION

SEPT 2017 - BACHELOR OF COMPUTER SCIENCE IN GAME DESIGN
SEPT 2021 SIT/DIGIPEN INSTITUTION OF TECHNOLOGY - SINGAPORE

FEB 2011 - DIPLOMA OF MULTIMEDIA AND ANIMATION
MAY 2014 Ngee Ann Polytechnic - Singapore

PROFICIENT IN:

Unity/Custom C++ Engine
Gameplay/UI Programming

C#/C++
Python/Lua Scripting
HTML/CSS

Version Control
(Git/SVN/Perforce)

FAMILIAR WITH:

Unreal Engine 4/Godot
Game/Level Design
3D Modelling (Maya/Blender)
CI/CD (Jenkins/AWS)

OTHER SKILLS:

Adobe Photoshop/After
Effects/Illustrator
Microsoft Office Suite
Jira/Confluence/Slack/Google
Suite/Trello

ACADEMIC AWARDS:

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