

JON MICHAEL JUBELAG

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EXPERIENCE

MAR 2024 - MAR 2025 **CLIENT ENGINEER (FULL-TIME)**
RECODED 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 - DEC 2023 **CLIENT ENGINEER (INTERN / FULL-TIME)**
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 - OCT 2017 **GAMEPLAY PROGRAMMER (INTERN)**
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 - 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

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.

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