

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 - APR 2025 **CLIENT ENGINEER (FULL-TIME)**
RECDDED PTE LTD

GLOMPA (ANDROID/IOS)

- Developed user interfaces pertaining gameplay meta/monetization/rewards/social features for Glompa (Android/iOS) using Unity3D.
- Optimized existing codebase to consolidate UI pertaining to common user flows, leading to increased developer productivity.
- Maintained and extended scripts for code generation used for game data/assets management and API endpoints.

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

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

- Primarily worked on localization systems (cutscenes/tutorial flows), gameplay QOL features, social features using Unity3D.
- Took charge for merging regular content patches and major version updates developed by our parent company to the global client.
- Authored onboarding documentation and wrote a docker container to setup development environment, to assist with new team member onboarding process.

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

HUNTER'S TALE

- Developed a turn-based battle RPG system with roguelike system elements using Unity3D
- Wrote a tool that automatically records gameplay footage and accompanying log and uploads it to our Trello board for bug tracking and game design analysis.

EDUCATION

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

The course is a cross-disciplinary computer science program that combines computer science concepts, math and physics with game design theory, system/level design and more.

FEB 2011 - MAY 2014 **DIPLOMA OF MULTIMEDIA AND ANIMATION**
NGE ANN POLYTECHNIC - SINGAPORE

The course combines programming fundamentals with formal art training to enable students to build interactive applications.

PROFICIENT IN:

**Unity/C++ Engine
Game UI Programming**

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

**Version Control
(Git/SVN/Perforce)**

FAMILIAR WITH:
**Unreal Engine 4
Game/Level Design
3D Modelling (Maya/Blender)
CI/CD (Jenkins/AWS)
Docker**

OTHER SKILLS:

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

ACADEMIC AWARDS:

EOS

(LEAD DESIGNER/GAMEPLAY PROGRAMMER) - CUSTOM C++

<https://games.digipen.edu/games/eos>
(Available on Steam)

- 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