

# JON MICHAEL JUBELAG

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Games and  
Interactive Media  
Programmer

## About Me:

Hi, I'm a digital native passionate about building engaging experiences. I thrive in the space between the tech and the user experience.

## Experience

Mar 2024 -  
Apr 2025

### CLIENT ENGINEER Glompa (Android/IOS)

- Collaborated cross-functionality with designers and artists to develop features pertaining meta-gameplay / monetization / progression / social features using Unity3D.
  - Notable features: Tournament, Leaderboards, Mail/News System, In-game rewards (player progression), In-game Events, Rolling offer bundles, IAP Shop, Ads, Haptic feedback.
- Wrote reusable UI components and optimized codebase, consolidating common user flows and actions.
- Maintained and improved the overall quality, stability of the project through diligent bug triage and effective debugging techniques.

Sept 2021 -  
Dec 2023

### CLIENT ENGINEER Final Fantasy: War of the Visions (Android/IOS)

- Primarily worked on localization systems (cutscenes/tutorial flows), gameplay quality of life, social features using Unity3D.
  - Notable features: Home page shortcuts, global chat, cutscene localization.
- Assisted regular content patching and major version releases by resolving merge and data issues that arose during the process.
- Consistently met/exceeded targets for bug resolution, reduction to open issues by 30% per sprint.

May 2017 -  
Oct 2017

### GAMEPLAY PROGRAMMER (INTERN) Hunter's Tale (PC/Android)

- Developed a turn-based battle RPG system with roguelike system elements using Unity3D
- Wrote a bug-tracker tool that records gameplay footage and accompanying logs, which uploads to the team's Trello board (HTTP) for bug tracking.

## Skill Set

### Proficient in:

- Unity3D
- C#/C++
- Game/Level Design

### Familiar with

- Python/Lua
- Unreal Blueprints
- SQL (MySQL)
- HTML/CSS
- Jekyll / Bootstrap
- Jenkins, AWS (EC2/S3)
- Agile/ Scrum
- SDLC
- 3D Modelling (Maya)
- Adobe Photoshop / Illustrator

## Education

### Bachelors of Computer Science and Game Design

SEPT 2017 – SEPT 2021

DigiPen Institution of Technology

### Digipen Game Awards (2020)

🎮 Claude Comair – GOTY

🎮 Digipen GA: Best Sound

### Digipen Game Awards (2019)

🎮 Digipen GA: Best 2D Physics

### Diploma in Multimedia and Animation

FEB 2011 – MAY 2014