

JON MICHAEL JUBELAG

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Games,
Interactive Media
Front-end Programmer

About Me:
Experienced interactive media/games programmer with a strong passion for creating solid and engaging mobile experiences

Experience

Mar 2024 -
Apr 2025

CLIENT ENGINEER

Recoded Pte Ltd - Singapore

Glompa (Android/iOS)

- Collaborated cross-functionality with backend engineers, designers and artists to develop features pertaining meta-gameplay / monetization / progression / social features using Unity3D.
 - Notable features: Competitive features, Mail/News System, In-game rewards (player progression), In-game Events, In-app purchases, ads integration, haptics.
- Wrote reusable game UI components and optimized front-end codebase, consolidating common user flows and actions and improving load-times by 20% between flows.
- Maintained and improved the overall quality, stability of the project through diligent bug triage and effective debugging techniques.

CLIENT ENGINEER

Gumi Asia Pte Ltd - Singapore

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.
- Worked with game planners to perform regular content patching and major version releases by resolving merge and data issues that arose during the process.

GAMEPLAY PROGRAMMER (INTERN)

SUTD Game Lab - Singapore

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 tracking board (HTTP/REST) for bug tracking.

Sept 2021 -
Dec 2023

May 2017 -
Oct 2017

Skill Set

Proficient in:

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

Familiar with:

- Python/Lua
- SQL (MySQL)
- HTML/CSS/JS
- React Native
- Flutter
- Jenkins
- REST Api
- Agile/Scrum
- SDLC
- Git/SVN/Perforce

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