

# Jon Michael Jubelag

Games Dev  
Interactive Media  
Programmer

## ABOUT ME

Experienced interactive media/games programmer with a strong expertise in creating and optimizing user interfaces for games/interactive applications. Looking to diversify into front-end development. Highly adaptable and keen in learning new technologies (inhouse or commercial).

## WORK HISTORY

**Client Engineer**, 03/2024 to 04/2025

**Recoded Pte Ltd – Singapore**

Worked on the end-to-end development for [Glompa](#) (Android/iOS) with a focus of developing user interfaces for meta gameplay systems.

- Developed gameplay systems including leaderboards, mail, reward flows, time-limited events, and interactive IAP storefronts which integrated with our game REST-based backend.
- Worked with third-party plugins such as Google Play Services, Iron Source, Firebase, Spline2D to develop meta gameplay features.
- Refactored the user interface codebase to enhance modularity through prefab variants, improving project maintainability.

**Client Engineer (Associate)**, 09/2021 to 12/2023

**Gumi Asia Pte Ltd – Singapore**

Supported live operations for [Final Fantasy: War of the Visions](#) (Android/iOS).

- Primarily developed localization systems and workflows for cutscenes/tutorial flows, gameplay quality of life, social features.
- Collaborated cross-functionally with translators and UI artists to rework existing JP game user interfaces for a global market.
- Developed editor scripts to resolve project-wide prefab serialization issues related to third party plugins/editor version migration.
- Maintained Python scripts used for game data validation for our CI/CD pipeline.
- Worked with game planners to perform regular content patching and major version releases in a fast-paced environment. (Adv. Git/Jenkins/AWS S3)

**Gameplay Programmer (intern)**, 05/2017 to 10/2017

**SUTD Game Lab – Singapore**

Worked on [Hunter's Tale](#), a turn based roguelike rpg battler proof of concept

- Used UML to communicate and align system design with 2 other intern programmers.
- Designed and implemented a turn-based, side-view combat system with full battle mechanics and a built-in replay feature.
- Demonstrated the game to the public at Game-Start 2017, contributing to user feedback collection and product visibility.

## CONTACT

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**Projects:** [jonmikeys.github.io](https://github.com/jonmikeys)

## SKILLS

- **Unity3D** (Advanced)
- **C#** (Proficient)
- **C++** (Intermediate)
- **SQL** (Intermediate)
- **Git/SVN/Perforce** (Advanced)
- **Jenkins** (Intermediate)
- **Gameplay Scripting** (Intermediate)
- **Python Scripting** (Intermediate)
- **User Interfaces** (Proficient)
- **REST API Integration** (REST)
- **Adobe Photoshop** (Proficient)
- **Jira** (Proficient)

## EDUCATION

SIT/Digipen Institution of Singapore  
**BS Computer Science in Game Design**  
Graduated 2021

Ngee Ann Polytechnic  
**Diploma of Multimedia and Animation**  
Graduated 2014

## ADD. INFO

Singaporean citizen.  
Fully eligible to work in Singapore.

Open to visa sponsorship  
opportunities in New Zealand.

Completed National Service with the  
Singapore Armed Forces (2014–2016).