Jaylon Sifuentes

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Education

MICHIGAN STATE UNIVERSITY East Lansing, MI
B.A., Games and Interactive Media Development, GPA: 3.9 May 2026
Minor: Computer Science
Awards: Dean's List, Hispanic Scholarship Fund Scholar
Relevant Coursework: Algorithms and Data Structures, Object-Oriented Software Development, Linear Algebra, Advanced Game Development, Computer Graphics

Experience

GRUMBISMAL GAMES
Software Developer December 2024-Current

- Programming a C++ custom file explorer GUI to display in-game narrative content and export/import assets for Steam release "Happy! The Hippo"
- Collaborating with project lead to define software requirements, ensuring alignment between design specifications and technical implementation

DETROIT PUBLIC SCHOOLS
Lead Instructor June 2024-August 2025

- Taught STEM-based lessons, including an introduction to coding, to classes of students grades 1-8
- Tailored lessons to varying comprehension levels to maximize student learning and engagement

Projects

Voxels, MI431
Programmed a voxel octree with physics in Unity, including a GPU instancing optimization capable of over 2 million voxels per chunk with real-time destruction.

3D Graphics Engines
Developed 3D graphics engines in C++ using Vulkan and OpenGL, complete with PBR lighting, parallax occlusion mapping, transparency, model loading, FPS camera, and post-processing effects.

Turn-Based Strategy, MI445
Designed modular turn-based, skill, and other core gameplay systems using UML and programmed them in Unity C# for a turn-based strategy game. Recognized for Most Innovative by MSU judge panel and featured on itch.io's New & Popular page.

Golang Networking, MI455
Programmed a server API in Go that allows users to connect to a Unity game via mobile browser and use their device's gyroscope as a controller for a marble. Implemented real-time request handling to support numerous simultaneous player connections inside of a planetarium.

Extracurricular

SPARTASOFT CLUB
Participant April 2023-Current

- Collaborated with cross-disciplinary teams to implement game features and drive project completion during game jams
- Learned to balance scope, quality, and pace across multiple short-term game projects, improving ability to estimate programming timelines and feasibility

Skills

Programming: C++, C#, GLSL, HLSL
Tools: Unity, Vulkan, OpenGL
Workflow: UML, GitHub, GitLab