

# Benjamin Coffman

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## WORK EXPERIENCE

### UC Davis Computer Lab Management — Supervisor June 2020 - PRESENT

- Working with Lab Managers to create presentations on managerial skills and relevant computer lab information which is then distributed to other supervisors.
- Responsible for providing initial training for new Computer Room Consultants and ongoing training for current Computer Room Consultants.
- Managing up to 10 different employees of different backgrounds and levels of experience. Scheduling shifts of up to 10 different Computer Room Consultants to ensure all open classroom and lab hours are covered.

### UC Davis Computer Lab Management — Computer Room Assistant September 2019 - June 2020

- Responsible for providing students and faculty with access to functioning computing and multimedia environments to achieve their academic goals.
  - Manage a computer classroom and provide technical support needed to clients in the computer classroom.
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## PROJECTS

### Portfolio Website — Personal January 2021 - PRESENT

- Created a personal website to showcase my resume and achievements using **React**, **JavaScript** and **Json** for easy customizability and formatting when making future updates.

### Video Game Mod — Personal January 2021 - PRESENT

- Developed and created in-game items using **JavaScript** and **Json** for the SP-Tarkov project.

### Unity Video Game — Personal December 2020 - PRESENT

- Created a wizard duel with Rock, Paper, Scissors style gameplay in Unity using **C#** for functionality and visual scripting for logic and game states.

### Demo lost and found website — UCD, Davis CA May 2020

- Worked on a team to create a Lost and Found website to be demoed for the University of California Davis using **HTML** for the landing page, **CSS** for styling, **JS** and **React** for functionality of photo and data entry, and **SQL** for database storage.

### Competitive 2D-Shooter — Sachacks, Sacramento CA October 2018

- Won 3rd Place for EA Capitol game's Game development track at Sachack. Worked on a team with 2 peers on a tight time schedule to create a co-op competitive battle game using **Haxe** and **HaxeFlixel** in 36 hours.
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## SKILLS

Exceptional communication skills and experience working within a team and independently:

- Strong experience in:
    - **C/C++**
    - **Python**
    - **HTML/CSS**
    - **Java**
    - **JavaScript/JSON**
    - **C#**
  - Strong background in math and logic
  - Experience in game theory and development in Unity and UE4
  - Knowledge of data structures, algorithms, and software design
  - Coding projects from start to finish
  - PPT presentation and Excel
  - Linux, Windows, and macos
  - Research and organizational skills
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## EDUCATION

University of California, Davis

June 2022

BS, Computer Science