

Jonah Coffelt

Summary

Computer science student and researcher at Texas A&M with minors in mathematics and philosophy. Passionate about software development, graphics programming, artificial intelligence, game development, and algorithms. Detail-oriented with demonstrated leadership experience, strong technical skills, and the ability to learn concepts quickly. Executes successfully in high-stress environments while exhibiting patience, kindness, and tranquility.

Skills

Python	C/C++	Java	x86	Haskell	HTML/CSS/JS
OpenGL	AI/ML	CPU Design	NodeJS	Git/GitHub	Game Dev

Experience

iSTAR Labs	Researcher	2025-Present
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iSTAR is a Texas A&M lab that specializes in resilient systems, cybersecurity, and artificial intelligence. I developed a framework for facilitating human-AI interactions with a focus on conflict detection and resolution. Implemented a client-server architecture inspired by the design of MCP. Replicated numerous agent tools and extensions found in Google’s A2A. Designed an image classification case study that showed the benefits of my framework over traditional single-agent approaches. Additionally, collaborated with other researchers on large scale analysis of an anomaly detected on an external network telescope. Discovered many signs of potential probing and cyber attacks.

Texas A&M Game Developers	Vice President	2025-Present
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Responsible for creating and maintaining industry connections and working closely with the president on organization operations. I collaborate with the officer team to create unique weekly meetings focused on game development and education. Develop all proprietary software needed for meetings, from web apps to AI-powered actors. Coordinate with industry professions for industry speaker events and judging at the TAGD semesterly game development competition.

Woodlands Methodist Church	Audio/Visual Engineer	2020-Present
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I operate audio on various sound platforms and program and execute lighting on the GrandMA2 and GrandMA3 systems. I coordinate with lead pastors, tech directors, and music directors to bring together many technical elements and demands into a cohesive service experience. I also program the lighting file on the GrandMA2 board for the student service, creating a dynamic show that still presents an easily-operated interface for student volunteers.

Projects

Basilisk Engine	2024-Present
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Developed with a partner, Basilisk is a 3D engine package for Python that can create visualizations, simulations, and video games from the comfort and ease of Python. Basilisk is designed for quick and effortless development, providing a powerful C++ and OpenGL backend engine that supports larger-scale projects without extensive setup. I am responsible for all things rendering, including our powerful batch pipeline and impressive physically based shading model derived from Disney’s 2012 BSDF. I also handle package design and deployment using CMake and PyPI, allowing ease of development and use.

Accomplishments

4.0 GPA	University Honors	TAMU Symphonic Winds
Dean’s Honor Roll	Engineering Honors	Tae Kwon Do Black Belt
President’s Endowed Scholarship	TAGD Best in Programming & Design	Band State Ensemble (2020, 2021, 2022)
39 IB Diploma Score	Chillennium 2nd Place	AP Honors with Distinction

*More projects available on GitHub