BENJAMIN JIONGCO

Computer Science

📞 951 314 3963

✉ benjiongco@gmail.com

○ github.com/Plutzz

in linkedin.com/in/benjaminjiongco

🌐 plutzz.github.io/PortfolioWebsite

SUMMARY

Computer science student passionate about software and game development studying at Cal Poly Pomona. Experience working on over 10 technical projects with teams varying from one person in size to over ten people.

SKILLS

Languages: C#, Java, C, Python, Assembly (MIPS), CSS/HTML

Technologies: Unity, Github, SolidWorks, Photoshop, Davinci Resolve, Bash/Unix, Scratch

EDUCATION

Computer Science, BA (3.92 GPA) | California State Polytechnic University, Pomona   **Expected May 2026**
Relevant Coursework: Data Structures and Algorithms,Discrete Structures/Discrete Math, (MIPS) Assembly Programming, UI/UX Design (Java Swing), Game AI, Java Programming, Systems Programming

LEADERSHIP

PIE Dev Game Studio | Programming/Engineering Team Lead
Lead Engineer in a team of over 20 members including other engineers, artists, sound designers and writers. Responsible for designing architecture of systems and projects, making team announcements, delegating work to engineers, and communicating with the art and sound teams.

PROJECTS

Solar Sweets | C# Unity   **Jan 2024 - May 2024**
- Led a team of 5+ programmers hosting SCRUM meetings several times a week to create a 3D online multiplayer game.
- Managed data, game states, and real-time client interactions with Unity Relay package and Server/Client RPCs.
- Implemented a recipe and item system using scriptable objects to store recipe data such as id, name, and required items.
- Created an inheritance-based finite state machine to implment complex player behaviour and animation logic for a 3D player controller.
- Marketed the product using social media such as Instagram and TikTok, resulting in over 100 unique users to download and play the game on steam.

GMTK Game Jam 2024 | C# Unity   **Aug 2024**
- Produced a game that placed in the 97th percentile of submissions in a game jam that had over 7500 project submissions and over 32,000 participants.
- Utilized Unity libraries such as DOTween and Cinemachine to create animations and advanced camera movement.
- Created a retro desktop look and feel with Unity's shader graph and advanced lighting techniques.

EXPERIENCE

IT Support | Private/Client Based   **Jul 2022 – Present**
- Coordinated meetings with 10+ clients to set up and manage technology such as computers, printers, emails, and windows software.
- Set up multiple systems and computers for a local company that helped them grow to over $1 million in annual sales.
```
General IT Support   /  Windows
```

Code Coach | The Coder School   **Jul 2024 – Present**
- Responsible for tutoring students between the ages of 8 and 17 on programming concepts using Scratch, Python, and Unity
- Worked with a team of coaches to come up with teaching strategies and a curriculum to keep students engaged.
```
Scratch  /  Python
```

Teacher's Aid/Grader | Orange County School District   **Jun 2023 – Aug 2023**
- Managed a summer health class with over 1000 students enrolled alongside a team of graders and teachers.
- Responsible for grading 200 students on over 15 different assignments over the duration of the course.
```
Canvas  /  Excel
```