BENJAMIN JIONGCO
Computer Science

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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

EDUCATION

Computer Science, BA (3.92 GPA) | California State Polytechnic University   8/2022 - 5/2026
Relevant Coursework: Data Structures and Algorithms,Discrete Structures/Discrete Math, (MIPS) Assembly Programming, UI/UX Design (Java Swing), Game AI, Java Programming, Systems Programming

PROJECTS

Solar Sweets | C# Unity   1/2024 - 5/2024
- 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   8/2024
- Produced a game that placed in the top 3% 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.

Speedrun Sync | C#/.NET Hollow Knight Mod   10/2023
- Used ILSpy and an Fsm viewer to inspect decompiled code and behaviors.
- Read through source code of other mods and libraries to create an extension mod for another Hollow Knight mod that synchronizes save data between players in real time.
- Received feedback from community testers about bugs to fix and general improvements that was later implemented.

EXPERIENCE

IT Support | Private/Client Based   7/2022 – 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.

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General IT Support  /  Windows
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Code Coach | The Coder School   7/2024 – 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.

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Scratch  /  Python
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Teacher's Aid/Grader | Orange County School District   6/2023 – 8/2023
- 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.

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Canvas  /  Excel
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