

BENJAMIN JIONGCO

Computer Science

📞 951 314 3963

📍 Corona, CA

✉ benjiongco@gmail.com

🐙 github.com/Plutzz

🌐 linkedin.com/in/benjaminjiongco

🎮 plutz.itch.io

SUMMARY

Computer science student passionate about software and game development studying at Cal Poly Pomona. Experience working on over 10 software development related 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, Scratch, SolidWorks, Photoshop, Davinci Resolve, Bash/Unix,

PROJECTS

- 1/2024 - 5/2024 **C# Unity | Solar Sweets** github.com/Plutzz/EscarGO
- Led a team of 5+ programmers hosting scrum meetings several times a week to create a 3D online multiplayer game.
 - Used Unity Relay package and Server/Client RPCs to manage data, game states, and interactions between clients in real time.
 - Hosted playtesting sessions to observe player engagement with prototype builds, documenting areas for improvement.
 - Created an inheritance-based finite state machine to implment complex player behaviour and animation logic for a 3D player controller.
 - Marketed and uploaded the product onto Steam Marketplace with over 9000 downloads.
- 8/2024 **C# Unity | GMTK Game Jam 2024** github.com/Plutzz/GMTK-Jam-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.
 - Used Unity libraries such as DOTween and Cinemachine to create animations and advanced camera movement.
 - Used custom shaders and advanced lighting techniques to achieve a vintage PC desktop look and feel.
- 10/2023 **C#/.NET Hollow Knight Mod | Speedrun Sync** github.com/Plutzz/Speedrun-Sync
- 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 hollow knight 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

- 7/2022 – Present **IT Support** **Private/Client Based**
- 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
- 7/2024 – Present **Code Coach** **The Coder School**
- 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

EDUCATION

- 8/2022 - 5/2026 **Computer Science, BA (3.92 GPA)** **California State Polytechnic University**
Relevant Coursework: Data Structures and Algorithms, Java Programming, Systems Programming, Discrete Structures/Discrete Math, Assembly Programming, UI/UX Design (Java Swing), Game AI
- 8/2018 - 5/2022 **High School Diploma (4.33 GPA)** **Santiago High School**
Relevant Coursework: AP Computer Science A