

Jack Coggins

voidawake.dev | 0432 147 879 | cogginsjack0@gmail.com

Professional Experience

Western Sydney University

Senior Technical Support Officer, Digital Media

Parramatta, NSW | 2023 - Present

- Overhauled and maintained a game template for teaching Unity to students.
- Taught and provided support for Unity systems in classes and helped guide the teaching curriculum.
- Maintained a CI pipeline to provide additional functionality for student games.

The Big Fix

Project Manager

Blackheath, NSW | 2018 - 2020

- Researched, wrote, edited and distributed for a local magazine.
- Promoted and managed events.
- Submitted grant applications and acquittals.
- Wrote documentation and trained others in office processes.

Education

University of Technology Sydney

Bachelor of Science in Games Development
Sydney, NSW | 2019 - 2022

- Dean's List Award Winner 2021, 2022
- 6.52 GPA

Previous Projects

Soul Searcher | Playmakers Dev Team

Programming Team Lead

Sydney, NSW | 2021

- Coordinated an eight-person programming team, which involved teaching and facilitating agile methodologies.
- Facilitated communication with game design and art teams.
- Headed architecture development.

Wave Function Collapse Tech Demo

Procedural Generation Programmer

Sydney, NSW | 2021

- Wrote a from-scratch implementation of the Wave Function Collapse algorithm for Unreal Engine.
- Collaborated on real time peer-to-peer multiplayer.

Skills

Technical Skills

- Unity, Unreal Engine
- C#, Java, JavaScript, C++, Python
- Agile, Clean Code, OOP
- Jira, Git, JetBrains Rider, Linux

Soft Skills

- Leadership and team management
- Multitasking and self-motivation
- Experience in large and small teams