

Logan Coker

Computer Science Major – Louisiana Tech University

Contact

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West Monroe, Louisiana
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Open to Travel/Relocate

Education

La Tech University
Ruston, LA
BS of Computer Science
Mathematics Minor
GPA 3.565
Honors College
Graduated May 2026

Classes:

Data Structures
Artificial Intelligence
Operating Systems
Software Engineering
Quantum Computing
Computer Graphics

Technical Skills

Programming

Languages:

Java, Python, C#, Bash,
SQL, HTML, Qiskit

Tools and Tech:

Microsoft Office (Certified),
Git, Unity, Linux,
Firebase, Streamlit

Soft Skills:

Organization
Problem-solving
Time Management
Communication
Customer Service
Team Projects
Agile Development

Objective

I am a Computer Science student hoping to continue learning through graduate school, to explore a passion for quantum computing, and be at the front of cutting-edge technological advancements.

Work Experience

June 2023 – August 2026

Field Systems Engineer • LaSalle Management Co LLC

- Provided technical support to 3,500+ employees across 10 states, resolving software and hardware issues via phone and remote tools, achieving a 95% first-call resolution rate.
- Utilized IT life cycle management to ensure timely equipment replacement, improving user productivity.
- Developed strong customer service skills through daily client interactions and advocacy.

June 2021 – August 2022

Technician • Tech Assurance

- Provided break/fix for printers and copiers, servicing dozens of local companies as customers.
- Refurbished printers, updated firmware, prepared for customer use.

Projects and Leadership

- FRC Robotics: High School Participant and College Mentor
 - Lead student programmer for 2 of 3 years of involvement while a high school student, directed my sub-team, communicated with mechanical and business teams, lead the flow of whole team towards our goals
 - Current mentor for the high school students, teaching Java programming, teamwork, and self-directed learning since 2024
- Game Design: College Class
 - Developed 4 Unity games in teams over 10 weeks, implementing core gameplay mechanics, UI, and debugging in C#.
 - Applied game design principles to create engaging player experiences.
- Senior Capstone: Webapp development
 - Collaborated in a 5-person team to develop a customizable memorabilia tracking web application using Python, Streamlit, and Firebase
 - Designed and implemented dynamic user collection features allowing storage and organization of diverse physical items
- Quantum Computing: College Class
 - Learned quantum computing basics and how to use tools like Qiskit to visualize and compute quantum circuits