

Benjamin Kelly

COMPUTER SCIENCE AND GAME DESIGN STUDENT

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Education

Rensselaer Polytechnic Institute

B.S. in Computer Science and Game Design

- GPA: 4.0/4.0

Troy, NY

Aug. 2018 - May 2022 (Projected)

Skills

Programming

C/C++, C#, Java, Python, Linux, Unity3D, Unreal Engine 4, OpenGL

Coursework

Introduction to Algorithms, Game Architecture, Linear Algebra, Game Development 1, Introduction to Artificial Intelligence, Operating Systems, Application Programming in Java

Experience

Rensselaer Polytechnic Institute

Undergraduate Researcher

Troy, NY

May 2020 - Present

- Worked with the HEALS project, a collaboration between IBM and RPI to use artificial intelligence and semantic web technologies to aid in determining treatment for patients with diabetes.
- Helped design and implement a UI interface for physicians' use in exploring treatment options.
- Integrated UI service with patient RDF graphs by designing RDF structure and querying using SPARQL.

Boston Biomedical Inc.

Commercial IT Intern

Cambridge, MA

Jun. 2019 - Aug. 2019

- Developed an integration strategy between company website and Workday applicant tracking system.
- Redesigned the company's online career page.
- Communicated with human resources and marketing team to gather requirements for the website and ensure easy transition to the new system.

Rensselaer Polytechnic Institute

Undergraduate TA for Data Structures and Principles of Software

Troy, NY

Jan. 2019 - Present

- Helped students learn theory and implementations of different data structures as well as object oriented programming and C++
- Designed and graded exams and homeworks, as well as run office hours and labs.

Projects

Submitty

open source online grading platform

- Designed online office hours queue system now used by many of the computer science classes on campus
- Designed online polling system to aid in transition to hybrid classes for the fall of 2020

Overdue

top-down 3d adventure game

- Helped design and program Overdue, where you play as a librarian by day, assassin by night, hunting down the souls of people who took books from your library.
- Designed and programmed player movement and abilities, implemented character animations into the game, and designed and programmed the game levels. Collaborated with 4 other students in Unreal Engine 4

R.I.N.G. (Radially Integrated Nexus Guardian):

24 hour game jam project

- Programmed a 2D tower defence style game centered around rotating orbital rings to destroy incoming meteors
- Collaborated with 2 other students in Unity

Leadership

RPI Chapter of Upsilon Pi Epsilon, Computer Science Honors Society

Vice President

Troy, NY

May. 2019 - Present

- Oversaw individual committees as well as maintaining the day to day operations of the organization.