Benjamin Kelly

COMPUTER SCIENCE AND GAME DESIGN STUDENT

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Education

Rensselaer Polytechnic Institute *Troy, NY*

B.S. in Computer Science and Game Design *Aug. 2018 - May 2022 (Projected)*
- GPA: 4.0/4.0

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 *Troy, NY*

Undergraduate Researcher *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.
- Helped design and verify unit tests for an ontology autonomic deduction tool within whyis, a graph creation and reasoner tool

Boston Biomedical Inc. *Cambridge, MA*

Commercial IT Intern *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 *Troy, NY*

Undergraduate TA for Data Structures and Principles of Software *Jan. 2019 - Present*
- For Data Structures, helped students learn theory and implementations of different data structures as well as object oriented programming and C++
- For Principles of Software, helped students learn software design, reasoning about code, and concepts like polymorphism.
- 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 *Troy, NY*

Vice President *May. 2019 - Present*

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