





Benjamin Rowan

C O M P U T E R S C I E N T I S T

PROFILE

I am a computer science student in my 3rd year at university, currently seeking an internship opportunity. I have experience working in teams as well as individually to create applications that utilize a diverse set of algorithm designs to achieve desired outcomes and artistic goals. Poised and committed in listening carefully to critiques and requests, as well as incorporating feedback to boost project outcome.

CONTACTS

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-  Monticello, MN
-  [Benjamin Rowan](#)

SKILLS

- Professional
- Communication
 - Time Management
 - Game Design/Development
 - Object Oriented Programmer
 - Unreal Engine
 - Project Planning
 - Team Leadership
- Languages
- C++/C#
 - Python
 - HTML
 - SQL
 - Java

AWARDS

2021-2023, 2023 - 2024

Dean's List

UW-Stout

2022

Granite Scholarship

MicroBiologics

EDUCATION

2025

B.S Computer Science | Mathematics Minor
University of Wisconsin - Stout | Menomonie, Wisconsin 54751

WORK EXPERIENCE

Team Lead

2018 - 2024 | Emagine Theaters Monticello, 9375 Deegan Ave, Monticello, MN 55362

- Responsible for managing small scale tasks/responsibilities of the shift team
- Maximize the experience for hundreds of customers per shift
- Responsible for managing and maintaining food safety standards in a food certified kitchen

PROJECTS

Atom's Embrace | Project Director | Programmer

Spring 2024

- Responsible for managing a team of developers to meet and maintain project deadlines
- Designed and implemented algorithms for object components to contribute to player experience
- Designed and implemented algorithms that utilized player interaction to influence and communicate with other game systems.
- Designed and implemented accessibility features for optimal wide-range user experience
- Responsible for consistent and clear communication between programmers and artists to determine project deadlines

What Lies Beneath | Programmer

Fall 2023

- Designed and implemented an enemy AI to follow, and challenge the player
- Designed and implemented puzzle systems that utilized various player-world interactions
- Responsible for maintaining efficient contact with other developers to maintain project quality
- Designed and implemented an algorithm to detect player location and dynamically display subtitles

RELEVANT COURSES

- 3 Dimensional Calculus and Linear Algebra
- Algorithm Design and Analysis
- 3D Game Design
- Physics Engine Implementations in Game Engines
- Database Systems and Design
- Shader Programming in OpenFrameworks
- Software Engineering