

Ben Gillott

 in/ben-gillott  ben-gillott.com  ben-gillott  benjaminrgillott@gmail.com  Seattle, WA

EDUCATION

Cornell University
Bachelor's in Computer Science
Minor in Linguistics

8/2017 - 5/2021

EXPERIENCE

Cloudlight Games Independent Game Developer

11/2023 - Present

- Published 9 games using modern rendering techniques in Vulkan and Unity to achieve thousands of plays online.

Whiteout Solutions Software Engineer II

10/2021 - 10/2023

- Developed a suite of computer vision algorithms in C++ and an API in Java that enabled a \$2 million contract.
- Invented a distributed file system in Java to eliminate 100% of lost data incidents and accelerate team tests by 40%.
- Crafted VR simulations of massive data sets in Unity and C# for effective product demos with 90+ FPS.
- Established the company's public API and test suite in Java to vastly improve documentation and external usability.
- Achieved accurate image stitching and feature recognition in C++ for a client's robotic camera system.
- Produced a 3D web app in React for biomass calculation to save weeks of work for company analysts.

Kitware Software Engineer I

5/2021 - 9/2021

- Created a pipeline of computer vision algorithms in C++ and Python to interpret top-secret documents.
- Designed a fullstack web app in React and WebGL to aid the team's development of military simulations.

Cornell University Computer Graphics Researcher

5/2019 - 1/2021

- Integrated a new graphics language into the Unity render pipeline that eliminated 100% of 3D geometry errors.
- Researched transformation errors and wrote GLSL shaders that were published in a SIGGRAPH paper.
- Coded a game engine and render pipeline from scratch in C and OpenGL that showcased a new language.

PROJECTS

Terrain World Graphics Engine Team

3/2021 - 5/2021

- Built a graphics pipeline in Three.js using mipmaps and frustum culling to achieve photorealism with 60+ FPS.

Panic Painter Mobile Game Team

2/2021 - 5/2021

- Wrote game engine code in C++ and supported artists with shaders to win first place for visuals.

SKILLS

Code: C++, C#, Java, Python, React, OpenGL, Vulkan

Topics: Fullstack, CICD, AR/VR,
Computer Graphics, Linear Algebra

Tools: Git, NPM, Docker, CMake, Unity, Unreal

ADDITIONAL

Mountaineering Instructor

05/2022 - Present

Teach glacier climbing and lead expeditions.

Honors Java TA

08/2018 - 02/2019

Led a 40-student lab and tutored students.