

Ben Gillott

ben-gillott.com | bg357@cornell.edu | 802.424.6555

SUMMARY

I've always been fascinated by the blend of art and technology used to create digital media. I passionately believe that this combination can and should be used to create profound emotional experiences.

EXPERIENCE

WHITEOUT SOLUTIONS | SOFTWARE DEVELOPER MAY '18 - PRESENT

- Built computer vision programs for wetland conservation analysis that enabled the company to land a two million dollar contract.
- Prototyped an interactive simulation in Unity that enabled users to see a large and detailed town scan while maintaining optimized frame rate for VR.
- Pioneered an innovative file system that saved terabytes of storage space.
- Implemented a tool to accurately generate a 3D map of ski resort snow cover with far more detail than competitors.

KITWARE | COMPUTER GRAPHICS R&D INTERN MAY '21 - AUG '21

- Spearheaded a WebApp critical for military grade simulations development.

CORNELL CAPRA | RESEARCH ASSISTANT JUN '19 - DEC '20

- Wrote shader examples that were featured in a published paper.
- Ported a novel graphics language into Unity to assess its commercial potential.
- Constructed a game engine as the first major test of the novel language.

CAPITAL ONE | SOFTWARE ENGINEERING INTERN MAY '20 - AUG '20

- Collaborated on a tool to resolve faulty customer data, reducing labor by 90%.
- Managed expectations of multiple stakeholders to deliver on tight deadlines.

PROJECTS

CLOUDLIGHT GAMES JUL '19 - PRESENT

- Created and published 9 games on the Itch.io platform with over 1000 views.
- Developed a Git based tool that automatically compiled and deployed games.

PANIC PAINTER | GAME DEVELOPMENT TEAM MAY '21

- Made a paint splatter shader and core C# game code for a mobile game.

PLAN BEE | ARTCENTER GAME JAM AUG '20

- Assisted artists with asset pipeline and animation code, contributing to a silver medal for visual design in the game jam.

TERRAIN WORLD | GRAPHICS ENGINE DEC '19

- Built a shader pipeline and procedural terrain simulation in OpenGL, achieving over 45 FPS while traversing a landscape with millions of vertices.

CONWAY'S SNAIL | LINGUISTICS SIMULATION DEC '19

- Simulated Japanese historical linguistics through the use of cellular automata.

EASY AUTHORIZATION | CAPITAL ONE HACKATHON AUG '19

- Prototyped a VR banking interface in Unity with ML signature recognition.

EDUCATION

CORNELL UNIVERSITY

BACHELOR OF ARTS

Computer Science | May '21
Minor: Linguistics

KEY COURSES

Advanced Computer Graphics
Advanced Game Architecture
Computer Graphics
Computer Vision
CV & Graphics Seminar
Honors Java Programming
Systems Programming
Linear Algebra

SKILLS

PROGRAMMING

GLSL • OpenGL • WebGL
C# • C • Python • Java
ReactJS • CSS • HTML
Spring • SQL

TOOLS

Unity • Unreal • Godot
Blender • Audacity • Photoshop
Git • JIRA

LANGUAGES

English • Japanese • Spanish

ADDITIONAL

GLACIER CLIMBING

'22 - Present
Aiding mountaineering class.

ART

'16 - Present
Making digital and linocut posters.

HONORS TA

'18 - '19
Led a 40 student CS lab.