Ben Gillott

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EXPERIENCE

WHITEOUT SOLUTIONS | Software Developer   Oct '21 - Present

- Constructed computer vision tools and processing pipeline for wetland conservation analysis using Java and Spring.
- Developed a distributed file management system using Java that saved terabytes of storage space and accelerated testing.
- Built interactive VR simulations of LIDAR scans using C# and Unity.
- Prototyped a mesh volume calculator using React, three.js, Spring and MySQL.

KITWARE | Computer Graphics R&D Intern   May '21 - Aug '21

- Spearheaded a WebApp for military-grade simulations using React.
- Collaborated on a scanner to import complex operation details from PDFs.

CORNELL CAPRA | Research Assistant   Jun '19 - Dec '20

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

CAPITAL ONE | Software Engineering Intern   May '20 - Aug '20

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

PROJECTS

Cloudlight Games | Indie Game Developer   Jul '19 - Present

- Published 9 games with over 1000 views on the Itch.io platform.
- Implemented a pipeline to automatically compile and deploy games with Git.

Panic Painter | Game Development Team   May '21

- Created a GLSL paint splatter shader and C# code for a 2D mobile game.

Terrain World | Graphics Engine Team   Dec '19

- Produced a graphics pipeline and procedural terrain simulation in OpenGL and C, with over 60 FPS on millions of vertices.

Conway's Snail | Linguistics Simulation   Dec '19

- Simulated Japanese historical linguistics using 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
Vision & Graphics Seminar
Linear Algebra
Java Programming (Honors)
Operating Systems

SKILLS

PROGRAMMING
Java • C# • C++ • Python
React • HTML • CSS • three.js
GLSL • OpenGL • WebGL
Spring • SQL

TOOLS
Git • JIRA • JetBrains
Unity • Unreal

LANGUAGES
English • Japanese • Spanish

ADDITIONAL

Glacier Climbing
'22 - Present
Teaching mountaineering.

Art
'16 - Present
Creating linocut posters.

Teaching Assistant
'18 - '19
Led a 40 student honors Java lab.