

Ben Gillott

🌐 ben-gillott.com [in ben-gillott](#) [✉ benjaminrgillott@gmail.com](#) 📞 802.424.6555 🏠 Seattle, WA

EXPERIENCE

WHITEOUT SOLUTIONS FULL STACK DEVELOPER OCT '21 - PRESENT

- Deliver computer vision tools for seabird conservation enabling a multi-million dollar state contract.
- Optimize ML feature recognition and processing speed in Java to improve cargo ship fuel efficiency.
- Pioneer a cross-platform file system in Java to save TBs of server storage space and accelerate user testing.
- Prototype a VR simulation of a point cloud using an Octree to achieve a high frame rate on billions of points in C# and C++.
- Independently create a user-friendly tool in React, Spring, and MySQL to accurately calculate biomass volumes.

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

- Utilized CV and NLP methods to securely interpret complex documents.
- Produced a WebApp critical for military simulation development using React.

CORNELL CAPRA RESEARCH ASSISTANT JUN '19 - DEC '20

- Ported novel graphics type system GATOR into the Unity shader pipeline to eliminate geometry transformation errors.
- Wrote shaders for a published paper to show subtle graphics errors in GLSL.
- Collaborated to make a game engine using the GATOR type system and C.

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

- Prototyped a VR banking interface with ML signature recognition using Azure.
- Built a WebApp using Angular and Spring that reduced customer data remediation time by 90%.

PROJECTS

CLOUDLIGHT GAMES INDEPENDENT GAME DEVELOPER JUL '19 - PRESENT

- Created 9 games using Unity and Godot with 1000 plays on Itch.io.
- Accelerated testing with an auto-publishing tool built using GitHub actions.

INTERACTIVE WATER GRAPHICS ENGINE TEAM MAY '21

- Built a graphics engine with photorealistic water, flare, and bloom in C++.

PANIC PAINTER MOBILE GAME DEVELOPMENT TEAM MAY '21

- Wrote code and a paint splatter shader in C++ to win an award for visuals.

TERRAIN WORLD GRAPHICS ENGINE TEAM DEC '19

- Constructed a terrain generator in OpenGL and C with over 60 FPS at scale.

EDUCATION

CORNELL UNIVERSITY

BACHELOR OF ARTS | MAY '21

Major: Computer Science

Minor: Linguistics

GPA: 3.1

SKILLS

Full-Stack Development

Computer Graphics

Computer Vision

Linear Algebra

Game Development

Distributed Computing

PROGRAMMING

C# • C++ • C • Java • Python

GLSL • HLSL • OpenGL

React • HTML • TS

Spring • SQL

TOOLS

Git • Docker • JIRA

Unity • Unreal • Godot

Blender • Audacity • GIMP

LANGUAGES

English • Japanese • Spanish

ADDITIONAL

VOLUNTEER GLACIER

CLIMBING INSTRUCTOR

'22 - Present

Teach students mountaineering for a nonprofit outdoors course.

HOBBY ARTIST

'16 - Present

Create digital and linocut posters.

HONORS JAVA TA

'18 - '19

Led a 40-student lab and graded assignments.