

Ben Gillott

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EDUCATION

CORNELL UNIVERSITY

MASTERS OF ENGINEERING

Dec 2021

Computer Science

CORNELL UNIVERSITY

BA IN COMPUTER SCIENCE

May 2021

Major: Computer Science

Minor: Linguistics

COURSEWORK

Computer Graphics +
Practicum

Honors Object

Oriented-Programming

(+Teaching Asst)

Computer Vision

Analysis of Algorithms

Functional Programming

Discrete Structures

Systems Programming

Operating Systems

UNIX Tools and Scripting

Linear Algebra

SKILLS

PROGRAMMING

C#•C•Java•Python•JS•HTML•CSS

OpenGL•WebGL•GLSL•HLSL

OCaml•Bash•Lua•Cassandra•SQL

TOOLS

Unity•AWS•Terraform•Angular

Spring•Docker•Git•JIRA

LANGUAGES

Japanese•Spanish•Old Norse

OTHER

FARMHAND

Aug '10 - Aug '20

CORNELL LIBRARY

ASSISTANT

Sep '17 - Jun '18

ADAPTIVE SPORTS

VOLUNTEER

Jun '12 - Aug '17

Taught outdoor sports to
disabled youth

EXPERIENCE

CORNELL CAPRA | RESEARCH ASSISTANT

MAY '19 - PRESENT

- Collaborated on the GATOR graphics programming language
- Created shaders using GATOR, WebGL, and GLSL which were used in a published paper
- Worked with a small team to build a **game engine** from scratch using GATOR

CAPITAL ONE | SOFTWARE ENGINEERING INTERN

MAY '20 - AUG '20

- Created a webapp to remediate thousands of faulty data instances
- Developed an Angular frontend, Spring API, and Cassandra database
- Collaborated virtually with senior associates with Git and JIRA

WHITEOUT | SOFTWARE ENGINEERING INTERN

MAY '18 - AUG '19

- Made an Octree data structure to retrieve LIDAR data exponentially faster
- Created a tool for point cloud visualization in Unity3D and C#

CORNELL CS | TEACHING ASSISTANT

AUG '18 - DEC '18

- Taught Java and Object Oriented Programming to a 40 student lab
- Tutored students and graded assignments (15hr/week)

PROJECTS

SLEEPY TILES | INDEPENDENT GAME

JUL '20 - PRESENT

Created a tile based game from scratch using Lua and Love2D

Collaborated on sound design and art through Git

TERRAIN WORLD | GRAPHICS TEAM PROJECT

SEP '19 - DEC '19

Developed a terrain exploration simulator, with a game engine and shader pipeline built from scratch in OpenGL and GLSL

GREEDY CUBE | INDEPENDENT GAME

JAN '20 - FEB '20

A platformer game with parallax camera and physics based movement, built in Unity and C#

CONWAY AND THE SNAIL | LINGUISTICS SIMULATION

OCT '19 - DEC '19

A simulation to model linguistic change via cellular automata, uses JS and HTML

EDNA AUTHORIZATION SYSTEM | CAPITAL ONE HACKATHON

AUG '19

Prototyped a VR banking interface with Unity3D and electronic signature recognition via ML hosted in Microsoft Azure

OTETRIS | TEAM PROJECT

MAR '18

Developed a Tetris clone with a genetic programming AI in OCaml and JS

MED-TRACKER | CORNELL HEALTH HACKATHON

MAR '18

Made a crossplatform gamified prescription tracking app with Bootstrap and JS

CONWAY'S GAME OF LIFE 3D | SIMULATION

JUN '17

Simulated cellular automata in 3 dimensions using Processing3D and Java