

Ben Gillott

Website: ben-gillott.github.io | bg357@cornell.edu | 802.424.6555 |  [ben-gillott](#) |  [ben-gillott](#)

EDUCATION

CORNELL UNIVERSITY
MASTERS OF ENGINEERING
Dec '21 | Computer Science

CORNELL UNIVERSITY
BACHELOR OF ARTS
May '21 | Computer Science
Minor: Linguistics

KEY COURSES

Computer Graphics
Object Oriented-Programming

Honors

Computer Vision
Analysis of Algorithms
Functional Programming
Systems Programming

SKILLS

PROGRAMMING

OpenGL • WebGL • GLSL
C# • C • Java • Python • Lua
Angular • Spring • JS • HTML
CSS • Bash • Cassandra • SQL

TOOLS

Unity • Azure • AWS
Bootstrap • Git • JIRA

LANGUAGES

Japanese • Spanish • Old Norse

EXTRACURRICULAR

CORNELL LIBRARY ASSISTANT
Sep '17 - Jun '18

PARASPORTS VOLUNTEER
Jun '12 - Aug '17

FARMHAND
Aug '10 - Aug '20

EXPERIENCE

CORNELL CAPRA | RESEARCH ASSISTANT MAY '19 - PRESENT

- Collaborated on the [GATOR](#) graphics programming language
- Created shaders using GATOR, WebGL, and GLSL which were featured 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 help remediate faulty customer data and save hundreds of hours of human labor
- Developed an Angular frontend, Spring API, and Cassandra database
- Collaborated virtually with senior associates via Git and JIRA

WHITEOUT | SOFTWARE ENGINEERING INTERN MAY '18 - AUG '19

- Developed an Octree structure for LIDAR points to improve searching from $\mathcal{O}(n)$ to an $\mathcal{O}(\log n)$ rate
- Created a tool for point cloud visualization in Unity3D and C#

CORNELL CS | TEACHING ASSISTANT AUG '18 - DEC '18

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

PROJECTS

TERRIBLE TILES 🎮 | INDEPENDENT GAME JUL '20 - AUG '20

Created an indie game using Lua and published to [Itch.io](https://itch.io) with 50 downloads

GREEDY CUBE 🎮 | INDEPENDENT GAME JAN '20

Designed a platformer game with parallax camera and physics based movement in Unity and C#

TERRAIN WORLD 🎮 | CORNELL CLASS PROJECT SEP '19 - DEC '19

Communicated with a small team to develop a procedural terrain simulation, with a game engine and shader pipeline built in OpenGL and GLSL, roughly 3000 LOC

CONWAY'S SNAIL 🎮 | CORNELL CLASS PROJECT OCT '19 - DEC '19

Researched linguistic change theory and simulated Japanese historical linguistics with cellular automata

EDNA AUTHORIZATION SYSTEM 🎮 | CAPITAL ONE HACKATHON AUG '19

Prototyped a VR banking interface in Unity in 48 hours, with ML signature recognition via Microsoft Azure

MED-TRACKER | CORNELL HEALTH HACKATHON MAR '18

Collaborated to build a crossplatform gamified prescription tracking app in 72 hours with Bootstrap and JS

CONWAY'S GAME OF LIFE 3D 🎮 | INDEPENDENT PROJECT JUN '17

Modified a cellular automata algorithm to function in 3 dimensions