

Benjamin Gillott

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EDUCATION

CORNELL UNIVERSITY

BA IN COMPUTER SCIENCE

Expected May 2021 | Ithaca, NY

College of Arts and Sciences

Cum. GPA: 3.2 / 4.0

BA IN LINGUISTICS

Expected May 2021 | Ithaca, NY

College of Arts and Sciences

ST. JOHNSBURY ACADEMY

June 2017 | St. Johnsbury, VT

Graduated With High Honors

GPA: 3.7 / 4.0

COURSEWORK

UNDERGRADUATE

Analysis of Algorithms (CS 4820, Fall '19)

Database Systems (CS 4320, Fall '19)

Operating Systems (CS 4410)

Systems Programming (CS 3410)

Data Structures and Functional

Programming (CS 3110)

Discrete Structures (CS 2800)

Honors Object-Oriented Programming
(CS 2112)

SKILLS

PROGRAMMING LANGUAGES

Java, C#, C++, C, JS

WebGL, OCaml, HTML, \LaTeX

Unix, Python, JSON, Swift, Shell

COMPUTER SCIENCE SKILLS

Object Oriented Programming

Functional Programming, Asynchronous

Programming, Point Cloud Manipulation,

LIDAR

SOFTWARE

Git, Unity3D, DJI

LANGUAGES

English

Japanese

Spanish

INTERESTS

Language Acquisition

Rock Climbing

Game Development

EXPERIENCE

WHITEOUT SOLUTIONS | SOFTWARE ENGINEERING INTERN

May 2018 - Present | Burke, VT

- Wrote software for drone control, and image and point collection
- Designed and programmed a system for efficiently processing LIDAR points utilizing an Octree data structure

CORNELL CAPRA | RESEARCH ASSISTANT

May 2019 - Present | Ithaca, NY

- Collaborated with group members to create GATOR, a language to improve graphics programming by implementing a coordinate space type system
- Tested GATOR implementations

AUTONOMOUS BICYCLE TEAM | NAVIGATION DEVELOPER

October 2018 - February 2019 | Ithaca, NY

- Worked to develop a fully autonomous self balancing robotic bicycle
- Developed an improved dead reckoning system for position calculation

PROJECTS

CAPTIAL ONE SES HACKATHON | AUGUST 2019

Prototyped a cross platform VR bank interface in Unity3D, with signature based login using ML

CONWAY'S GAME OF LIFE 3D | JUNE 2017

Independent project using Processing3D and Java to render cellular automata in 3 dimensions

OTETRIS | MARCH 2018

Worked with a small team to write a genetic programming AI and interface for Tetris using OCaml

WEBSITE | MAY 2016 - JUNE 2018

Designed and developed a prototype time tracking app

OTHER ACTIVITIES

CORNELL CIS | CONSULTANT

HONORS OBJECT-ORIENTED PROGRAMMING

August 2018 - December 2018 | Ithaca, NY

- Collaborated to create and teach course material
- Tutored students and graded assignments (15 hours per week)

CORNELL UNIVERSITY LIBRARIES | LIBRARY ASSISTANT

September 2017 - June 2018 | Ithaca, NY

- Assisted head librarians and provided library resources to students

ADAPTIVE SPORTS PARTNERS | VOLUNTEER

June 2012 - August 2017 | Littleton, NH

- Taught outdoor sports to disabled youth and adults