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Obsidian Entertainment
Irvine, CA

Dear Hiring Manager,

I am elated to be writing to you about Obsidian's Summer Internship Program. I am a Master's student at Northwestern University studying Computer Science, focusing on AI and Machine Learning. When I saw the program applications were live again, I couldn't wait to apply. My entire education has been fueled by a passion for game development, and Obsidian embodies my ideals as a developer, focusing on player choice and the freedom to experience games however they please: "Your worlds. Your way." Although the AI Engineer position may not directly affect player choice, I strongly believe that all roles in game development overlap and work together to improve player experience. I am simply applying to the role that my skills suit best, where I can contribute the most.

During my Bachelor's degree, I focused on improving my skills as a game developer, taking and later serving as a peer mentor to Connecticut College's Entertainment Software Design course. I independently worked on simple games in my spare time and even conducted independent studies for research credits on player direction, world generation, and reinforcement learning for gameplay strategies. Towards the end of my degree, I recognized my shortcomings as a programmer and decided to pursue a Master's degree in Computer Science to improve my skills.

At Northwestern I have focused on AI, Machine Learning, and Deep Learning, learning everything I can about the field. I took electives in unfamiliar fields to challenge myself and improve my technical and problem-solving skills as a programmer, and was lucky enough to be able to take another Game Design course, a much more technically-focused curriculum aimed at bolstering students' understanding of the engines behind games and how to make efficient code for them. During my time at Northwestern I have noticed a significant improvement in quality of my games' code now compared to what I produced as an undergraduate. My goal now is to get the professional experience and advice that only a company like Obsidian can give me, while contributing to projects that 15-year-old me was awestruck by.

I would love to contribute to the player experience of "Your worlds. Your way," and I am excited to discuss the role further. Thank you for your time and consideration.

Sincerely,
Benjamin Ledoux