

# Benjamin Ledoux

[bledoux2002@gmail.com](mailto:bledoux2002@gmail.com) | ☎ 603-362-3841 | [bledoux2002.github.io](https://bledoux2002.github.io) | [linkedin.com/in/benjamin-j-ledoux/](https://linkedin.com/in/benjamin-j-ledoux/) | [github.com/bledoux2002](https://github.com/bledoux2002)

Connecticut College, Box 4176, 270 Mohegan Ave Pkwy, New London, CT 06320

## EDUCATION

**Connecticut College**, New London, Connecticut

Bachelor of Arts expected May 2024

**Major:** Computer Science

GPA: 3.8

**Honors:** Dean's Honors

**Selected Scholar:** Ammerman Center For Arts and Technology

Certificate expected May 2024

**Relevant Courses:** Entertainment Software Design, Graphics & Virtual Environments, Data Structures, Discrete Math,

Computer Organization, Digital Sound Processing, Software Engineering, Algorithms, Time Based Digital Media

## SKILLS

**Programming:** Python, C#, Java, C++, JavaScript, Unity C#, Unreal Engine 5, Blender

## INNOVATION AND PROJECTS

**Dynamic Environment Generation**, Unity C#, Senior Integrative Project

Fall 2023 - Present

- General-purpose tool for procedurally generating tilemaps in the Unity Real-Time Development Platform.

**Diegetic Guidance in Virtual Environments**, Unity C#, Research

Fall 2023 - Present

- Researching several diegetic methods for guiding users through virtual environments.

**Pen-and-Paper Roleplaying Game Character Manager**, Python

Spring 2022 - Present

- Development of a terminal-based character creation and management system for the Fallout 2d20 TTRPG

**Rhythm Fever**, Entertainment Software Design, Connecticut College

Spring 2022

- Space-themed music game developed by 3-person team in Unity C#

**UNO! Python**, Intro CS, Connecticut College

Fall 2020

- Implementation of the UNO! card game as a Python program, final project

**Blackjack Python**, Intro CS, Connecticut College

Fall 2020

- Implementation of Blackjack card game as a Python program

## RELEVANT EXPERIENCE

**Ammerman Center for Arts and Technology**, Connecticut College, New London, CT

2021 - Present

*Scholar*

- Competitive Certificate Center for developing integrative projects relating to arts and technology over 3 years
- Develop a project working with procedural generation for creating dynamic environments
- Conduct research to present at the All College Symposium during the senior fall semester

**Computer Science Department**, Connecticut College, New London, CT

August 2022 - Present

*Teaching*

- Assisted students with projects and work during group sessions and class

*Assistant*

- Graded large amounts of programming assignments and students' weekly work, leaving insightful feedback
- Assisted faculty by facilitating learning Python, Computer Organization, and Unity C# skills in large groups

**Massachusetts Task Force 1**, Beverly, MA

June 2023 - August 2023

*Intern*

- Prepared tools and resources to assist in daily operations and network upkeep
- Developed a network map of Task Force resources
- Worked with and maintained security networks and systems

## ADDITIONAL WORK EXPERIENCE

**Planet Fitness**, Dracut, MA

June 2022 - August 2022

*Associate*

- Used internal software to manage check-ins, cleaned equipment

**GameStop**, Salem, NH, and Dracut, MA

May 2021 - August 2021

*Associate*

- Used internal software to manage accounts and store resources, organized store

**Canobie Lake Park**, Salem, NH, Dracut, MA

May 2020 - August 2020

*Rides Attendant*

- Managed operation of rides and safety and cleanliness to reduce injuries and germs

## LEADERSHIP & COMMUNITY ENGAGEMENT

**Varsity and Club Volleyball**, Methuen, MA and New London, CT

February 2018 - Present

*Captain, Player*

- Captained varsity high school team, brought experience to the university club team
- Received Unsung Hero Award for commitment to team spirit

**Varsity and Club Soccer**, Methuen, MA and New London, CT

August 2017 - Present

*Captain, Player*

- Captained varsity high school team, brought experience to the university club team