Benjamin Ledoux

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Education

Northwestern University *Sep 2024 – Dec 2025*
MS in Computer Science

- GPA: 3.74/4.0
- **Coursework:** Algorithms, Artificial Intelligence, Machine Learning, Deep Learning, Networking, Computer Graphics, Parallel Computing, Agent Based Modeling, AI in Software, Software Design Principles and Practices

Connecticut College *Sep 2020 – May 2024*
BA in Computer Science

- GPA: 3.86/4.0
- **Coursework:** Algorithms, Software Engineering, Computer Architecture, Data Structures, Object-Oriented Software, Digital Sound Processing, Game Design, VR Environments

Experience

IT Support *Beverly, MA*
Massachusetts Task Force 1 *June 2023 – Aug 2023*

- Mapping out local fiber network
- Setup and maintenance of security camera network

Ammerman Scholar *New London, CT*
Ammerman Center for Arts and Technology *Jan 2022 – May 2024*

- Competitive certificate program
- Conducted independent study in intersection of art and technology (See Procedural Generation Framework)

Teaching Assistant *New London, CT*
Connecticut College Computer Science Department *Sep 2022 – May 2024*

- Tutoring of Intro, Computer Architecture, and Entertainment Software courses, including office hours and conducting labs
- Used proficiency with Python, C#, and Unity to guide students in assignments and projects

Projects

Bot Bowl Evolution ↗

- Evolved a competitive agent for Bot Bowl ↗ using a genetic algorithm to refine an expert system.
- Tools Used: Python, OpenAI Gym

Procedural Generation Framework ↗

- Developed a framework for procedural generation of tilemaps in Unity, primarily for world generation
- Tools Used: C#, Unity

Music Box ↗

- Developed a program to download tracks and play them with modern functionality
- Tools Used: Python, TKinter, yt_dlp

Technologies

Languages: Python, C++, C#

Technologies: Unity