

# Benjamin Ledoux

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in benjamin-j-ledoux    🌐 bledoux2002

## Education

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### Northwestern University

MS in Computer Science

Sep 2024 – Dec 2025

- GPA: -/4.0

- **Coursework:** Algorithm Design and Analysis, Artificial Intelligence, Machine Learning

### Connecticut College

BA in Computer Science

Sep 2020 – May 2024

- GPA: 3.86/4.0

- **Coursework:** Algorithms, Software Engineering, Computer Architecture, Data Structures, Object-Oriented Software, Digital Sound Processing

## Experience

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### IT Support

Massachusetts Task Force 1

Beverly, MA

June 2023 – Aug 2023

- Mapping out local fiber network

- Setup and maintenance of security camera network

### Ammerman Scholar

Ammerman Center for Arts and Technology

New London, CT

Jan 2022 – May 2024

- Competitive certificate program

- Conducted independent study in intersection of art and technology (See [Procedural Generation Framework](#))

### Teaching Assistant

Connecticut College Computer Science Department

New London, CT

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

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### 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

### Multiple Fundamental Frequency Estimation [↗](#)

- Developed a program to analyze a sound file and determine the fundamental frequencies present

- Tools Used: MatLab

## Technologies

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**Languages:** Python, C++, C#

**Technologies:** Unity