Benjamin Ledoux

bledoux2002@gmail.com | ✆ 603-362-3841 | 4 Rose Lane, Atkinson, NH 03811
bledoux2002.github.io | linkedin.com/in/benjamin-j-ledoux/ | github.com/bledoux2002

EDUCATION

Connecticut College, New London, Connecticut   Bachelor of Arts expected May 2024
Major: Computer Science, Dean's High Honors   GPA: 3.84
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

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.

Overbrewed, Unity C# (Game Jam)   Winter 2023
- For 3-day Cozy Winter Game Jam, developed solo, 2D top-down view arcade game
- Overcooked parody, player makes hot cocoa orders for guest using ingredients found around kitchen

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#

<u>**See Website for Further Projects**</u>

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

LEADERSHIP & COMMUNITY ENGAGEMENT

CS Student Advisory Board, New London, CT   August 2023 - Present
Communications   • Planned and prepared for events, designed posters and emails, managed social media accounts
Manager   • Contributed to new resource page for CS students formatted as a GitHub repository

Varsity and Club Volleyball/Soccer, Methuen, MA and New London, CT   August 2017 - Present
Captain, Player • Captained varsity high school teams, brought experience to the university club teams
                   • Received Unsung Hero Award for commitment to team spirit