Benjamin Ledoux

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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

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