

Benjamin Ledoux

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Education

Northwestern University <i>MS in Computer Science</i> <ul style="list-style-type: none">◦ GPA: -/4.0◦ Coursework: Algorithm Design and Analysis, Artificial Intelligence, Machine Learning	<i>Sep 2024 – Dec 2025</i>
Connecticut College <i>BA in Computer Science</i> <ul style="list-style-type: none">◦ GPA: 3.85/4.0◦ Coursework: Algorithms, Software Engineering, Computer Architecture, Data Structures, Object-Oriented Software, Digital Sound Processing	<i>Sep 2020 – May 2024</i>

Experience

IT Support <i>Massachusetts Task Force 1</i> <ul style="list-style-type: none">◦ Mapping out local fiber network◦ Setup and maintenance of security camera network	<i>Beverly, MA</i> <i>June 2023 – Aug 2023</i>
Ammerman Scholar <i>Ammerman Center for Arts and Technology</i> <ul style="list-style-type: none">◦ Competitive certificate program◦ Conducted independent study in intersection of art and technology (See Procedural Generation Framework)	<i>New London, CT</i> <i>Jan 2022 – May 2024</i>
Teaching Assistant <i>Connecticut College Computer Science Department</i> <ul style="list-style-type: none">◦ 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	<i>New London, CT</i> <i>Sep 2022 – May 2024</i>

Projects

Bot Bowl Evolution ↗ <ul style="list-style-type: none">◦ Evolved a competitive agent for Bot Bowl ↗ using a genetic algorithm to refine an expert system.◦ Tools Used: Python, OpenAI Gym
Procedural Generation Framework ↗ <ul style="list-style-type: none">◦ Developed a framework for procedural generation of tilemaps in Unity, primarily for world generation◦ Tools Used: C#, Unity
Multiple Fundamental Frequency Estimation ↗ <ul style="list-style-type: none">◦ Developed a program to analyze a sound file and determine the fundamental frequencies present◦ Tools Used: MatLab

Technologies

Languages: Python, C++, C#
Technologies: Unity