

Benjamin Ledoux

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Education

Northwestern University

Sep 2024 – Dec 2025

MS in Computer Science

- GPA: 3.72/4.0
- **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

Multiple Fundamental Frequency Estimation [↗](#)

- Developed a program to analyze a sound file and determine the fundamental frequencies present
- Tools Used: MatLab

Technologies

Languages: Python, C++, C#

Technologies: Unity