

Benjamin Ledoux

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EDUCATION

Connecticut College, New London, Connecticut Bachelor of Arts expected May 2024
Major: Computer Science, Dean's High Honors GPA: 3.8
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

CS Student Advisory Board, New London, CT August 2023 - Present
Communications Manager
• Planned and prepared for events, designed posters and emails, managed social media accounts
• 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