

Benjamin Ledoux

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Education

Northwestern University Sep 2024 – Dec 2025
MS in Computer Science, GPA: 3.78/4.0

- **Coursework:** Game Design, Artificial Intelligence, Machine Learning, Deep Learning, DL for Natural Language Processing, Algorithms, Intro Parallel Computing, Agent Based Modeling, AI in Software, Software Design, Intro Networking, Intro Computer Graphics

Connecticut College Sep 2020 – May 2024

BA in Computer Science, GPA: 3.86/4.0, Cum Laude, Dean's Honors

- **Coursework:** Entertainment Software Design, Algorithms, Software Engineering, Computer Architecture, Data Structures, Object Oriented Programming, Discrete Math, Intro Networks, Intro Cybersecurity, Digital Sound Processing, Virtual Environments, Time-Based Digital Art

Experience

IT Support Beverly, MA
Massachusetts Task Force 1 June 2023 – Aug 2023

- Recording map of entire local fiber network
- Consultation on unification of communication platforms
- Maintenance and setup of security camera network

Ammerman Scholar New London, CT
Ammerman Center for Arts and Technology Jan 2022 – May 2024

- Competitive certificate program.
- Independent study focused on intersection of art and technology.
- Developed a world generation framework for 2D tile-based games in Unity.

Teaching Assistant New London, CT
Connecticut College Computer Science Department Sep 2022 – May 2024

- Tutor, grading, and coding labs for Entertainment Software, Intro CS, and Computer Architecture courses.
- Shared expertise with Python, C#, and Unity to guide students in assignments and projects.

Proficiencies

Technologies: AI, Machine Learning, Neural Networks, Gameplay programming, Reinforcement Learning

Coding: Python, C++, C#, Java

Projects

Driver's Ed ↗

- Simple arcade-style driving game.
- Tools Used: C#, Unity

Bot Bowl Evolution ↗

- Evolved a competitive agent for [Bot Bowl](#) using a genetic algorithm to refine an expert system.
- Tools Used: Python, OpenAI Gym library, BotBowl library

Procedural Generation Framework ↗

- Framework for generation of tile-based maps in Unity engine.
- Tools Used: C#, Unity