

# Benjamin Laube

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## Education

*University of Nebraska-Lincoln, Lincoln, NE*

Bachelor of Science

Major: Computer Science, Minors: Psychology, Mathematics, GPA: 3.77

Honors: National Society of Collegiate Scholars, University Honors Program

## Technical Skills and Proficiencies

- Technical: Unity, C#, Git, Python, Java, C, C++, Unix, Unreal Engine, Blender, HTML, CSS.
- Game Design: User testing and feedback analysis, visual design,

## Relevant Coursework

Introduction to Game Design | Operating System Principles | Introduction to Machine Learning | Introduction to Deep Learning | Programming Language Concepts | Automata, Computation and Formal Languages | Software Engineering | Linear Algebra | Data Structures and Algorithms

## Projects

48-Hour Game Dev Competition: "Roll or Die" July 2022

- Developed solo as submission to GMTK 2022 game jam competition with theme "Roll of the Dice".
- Managed project scope, prioritized tasks, and utilized version control, for rapid prototyping.

Virtual Reality Senior Design Project: "XRSurvive" Fall 2023 - Spring 2024

- Collaborated with a corporate sponsor team to develop a safety-education virtual reality simulation app.
- Incorporated feedback and design requirements from said corporate sponsor throughout development.

Published Arcade Mobile Game: "Slide Flier" check date

- Published and developed independently

Collaborative Game Design Class Project: "VampPR" check date

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## Involvement

*University of Nebraska-Lincoln, Lincoln, NE*

Game Development Club Fall 2020 - Spring 2024

- Led multiple small development teams through complete project life cycles as Team Lead.
- Mentored students with varying levels of expertise with weekly presentations and chat forums via Discord.
- Utilized Unity and C# to develop prototypes and full games, using skills in programming, art, and sound design and knowledge of prototyping, level design, and team coordination.

## Work Experience

*University of Nebraska - Lincoln Learning Assistant Program* Spring 2022, Fall 2023

- Aided student learning in weekly lab sections and by holding multiple office hours a week.
- Graded student assignments, leaving helpful and descriptive comments to support learning.
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*Lowe's Companies, Inc., Bloomington, IL* June 2021 - August 2021

- Assessed customer needs and facilitated problem solving to identify optimal solutions or products.

*Panera LLC, Bloomington, IL* December 2019 - August 2020

- Maximized efficiency and precision through rapid-paced collaboration with a small line cook team.