

## Benjamin Laube

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### Education

**College of Arts and Sciences, University of Nebraska-Lincoln, Lincoln, NE**

May 2024

Bachelor of Science, Computer Science

Minors: Psychology, Mathematics

- Honors: National Society of Collegiate Scholars, University Honors Program
- GPA: 3.7

### Professional Experience

**Learning Assistant, University of Nebraska-Lincoln, Lincoln, NE**

Spring 2022 - Spring 2024

- Facilitated student learning in lab sections and office hours, improving overall class performance.
- Provided detailed feedback on assignments to highlight successes, identify errors, and suggest improvements.

**Customer Assistant, Lowe's Companies, Inc., Bloomington, IL**

June 2021 - August 2021

- Assessed customer needs and provided optimal solutions, increasing customer satisfaction.

**Associate, Panera LLC, Bloomington, IL**

December 2019 - August 2020

- Collaborated with a small team to maximize efficiency and accuracy in processing high volumes of orders.

### Leadership Experience

**Treasurer and Team Lead, UNL Game Development Club, Lincoln, NE**

Fall 2020 - Spring 2024

- Led 3 development teams (4-5 students each) to develop 2 games and 1 prototype using Unity and C#.
- Guided students through game development principles, including level design, prototyping, and playtesting.

**Course Leader, University of Nebraska-Lincoln, Lincoln, NE**

Fall 2023 - Spring 2024

- Delivered 20 minute lecture on academic honesty and grading policies to promote academic integrity.
- Coordinated grading efforts for multiple Learning Assistants for efficient and quality feedback to students.
- Documented course leadership responsibilities in a public GitHub repository to aid future leaders.

### Projects

**GMTK Game Jam 2024: "Roll or Die"**

July 2022

- Developed a strategy game solo in 48 hours, placing in the top 35% of over 6,000 submissions.
- Managed project scope, prioritized tasks, and used version control for rapid prototyping.

**Virtual Reality Senior Design Project: "XRSurvive"**

Fall 2023 - Spring 2024

- Collaborated with a corporate sponsor to develop an educational VR application over two semesters.
- Incorporated feedback and design requirements from 28 client meetings to meet project goals.

### Skills

**Programming Languages:** C#, Python, Java, C, C++, HTML, CSS

**Game Development:** Level Design, Playtesting, Version Control, 2D Animation, Playtesting, Sound Design

**Tools & Technologies:** Unity, Git/GitHub, Blender, Waveform (DAW), Aseprite

### Involvement

**Game Development Club, University of Nebraska-Lincoln**

Fall 2020 - Spring 2024

- Explored various aspects of game development, including programming, art, and sound design, through multiple collaborative projects.
- Developed games using Unity and C# to learn strategies for level design, and prototyping, and play testing.