

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

Intermediate Tutor, Tutor.com: A Service of the Princeton Review

November 2023 - Present

- Tutored college students of varying backgrounds and ages in Python and Computer Science Principles through online, one-on-one sessions.
- Analyzed complex coding problems upon first encounter, providing clear, tailored explanations to guide students in independently reaching solutions and deepening their understanding.

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

January 2022 - May 2024

- Facilitated student learning in lab sections and office hours, improving overall class performance.
- Provided tailored feedback on assignments to highlight successes and identify errors, to foster growth and development and provide actionable suggestions for student improvement.

Leadership Experience

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

August 2020 - May 2024

- Led 3 teams of 4-5 students each in developing 2 games and 1 prototype using Unity and C#.
- Guided teams in game development principles, including level design, prototyping, and playtesting.
- Received feedback from faculty experts and presented projects at end-of-semester campus-wide events.

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

August 2023 - May 2024

- Delivered a 20 minute lecture on academic honesty and grading policies to promote academic integrity.
- Coordinated Learning Assistants and distributed grading 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 using Unity, C#, and Blender, placing in the top 35% of over 6,000 submissions, using GitHub for version control, Audacity for sound design, and Blender for modeling.
- Managed project scope by defining key features and prioritizing tasks for rapid prototyping, ensuring the project's successful completion and placement in the competition.

Virtual Reality Senior Design Project: "XRSurvive"

August 2023 - May 2024

- Developed an educational VR application in Unity using C# and Blender for 3D modeling, with version control and task management through GitHub and Zenhub.
- Collaborated with a corporate sponsor over two semesters and 28 hybrid meetings that enabled in-person VR testing and ensured the application's style and tone matched the sponsor's vision.

Skills and Activities

Programming Languages: C#, Python, Java, C, C++, JavaScript, HTML5, CSS3

Game Engines & Tools: Unity (2D/3D), Godot, Blender, Aseprite, Git, GitHub, Audacity, Visual Studio, Unix/Linux

Development Skills: Game mechanics programming, AI behavior scripting, UI/UX implementation, debugging, version control, Agile development, cross-platform deployment (WebGL, PC)

Involvement: UNL Game Development Club