

# 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