

# Benjamin Ledoux

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## Education

Drexel University  
Bachelor of Science in Computer Science  
Concentration in Game Programming and Development

Philadelphia, PA  
Anticipated Graduation: June 2022  
Cumulative GPA: 3.02

## Skills

Computer Languages: Python, C#, Javascript, HTML, CSS  
Software: Unity 5, Adobe Photoshop, Adobe Illustrator

## Relevant Experience

### Drexel University

Philadelphia, PA

STAR Scholar Summer Researcher at Entrepreneurial Game Studio

June 2018 - Present

- Research the methods video games use to keep players engaged and the reasons for their success/failure
- Attend weekly meetings about the status of current incubator projects and the discussion of game design principals
- Create presentation of research findings for end of term STAR Summer Symposium

Gameplay Developer on Computing and Informatics Design Project

January - June 2018

- Collaborated with three group members to plan, design and create an educational quiz game
- Utilized team organization software such as git repositories and the Redmine project management web app
- Learned to use the Unity 5 engine and programed the game in C#

### The Galloway School (High School)

Atlanta, GA

Independent Study on NAO Robot and Classroom Applications

August 2016 - May 2017

- Explored how the school's newly acquired Aldebaran NAO humanoid robot could be utilized to teach programming to students and gained familiarity with the Linux based robot and provided IDE
- Pursued projects using python and external APIs like Wolfram|Alpha and Google Cloud Speech-to-Text
- Led demonstrations on robot's capabilities and generated learning guides for future students

Teacher of Four Day Course on the Narratives of Video Games

August 2016

- Created course proposal, budget projection, and detailed lesson plans
- Taught a class of fourteen high school students about the narrative structure of video games and the process of analyzing video games as a text
- Guided and moderated students in roundtable discussions about authorial voice and intent through the lens of an assigned game

### Georgia Tech Aerospace Systems Design Laboratory (ASDL)

Atlanta, GA

Summer Intern

June - July 2015

- Collaborated with team to build an autonomous hexacopter, test it in a computer-simulated environment, and attempt to fly it on the Georgia Tech campus
- Worked with Arduino hardware, Linux command line, Software in the Loop Simulator, and APM mission planner

## Relevant Coursework

- Introduction to Computer Science
- Computer Programming I, II
- Computing and Informatics Design I, II, III
- Digital Design Tools

## Honors and Awards

Dean's Scholarship, Drexel University  
Certificate of Merit in Professional Development, Drexel University, 2018