Benjamin Ledoux

Chicago, IL bledoux2002@gmail.com 603 362 3841 bledoux2002.github.io
benjamin-j-ledoux bledoux2002

Education

Northwestern University *Sep 2024 – Dec 2025*
MS in Computer Science

- GPA: 3.74/4.0
- **Coursework:** Algorithms, Artificial Intelligence, Machine Learning, Deep Learning, NLP, Parallel Computing, Agent Based Modeling, AI in Software, OOP

Connecticut College *Sep 2020 – May 2024*
BA in Computer Science

- GPA: 3.86/4.0
- **Coursework:** Algorithms, Software Engineering, Computer Architecture, Data Structures, OOP, Digital Sound Processing, Game Design, VR Environments

Experience

IT Support *Beverly, MA*
Massachusetts Task Force 1 *June 2023 – Aug 2023*

- Mapping out local fiber network
- Setup and maintenance of security camera network

Ammerman Scholar *New London, CT*
Ammerman Center for Arts and Technology *Jan 2022 – May 2024*

- Competitive certificate program
- Conducted independent study of intersection of art and technology, developing a world generation framework for Unity

Teaching Assistant *New London, CT*
Connecticut College Computer Science Department *Sep 2022 – May 2024*

- Tutoring of Intro, Computer Architecture, and Entertainment Software courses, including office hours and conducting labs
- Used proficiency with Python, C#, and Unity to guide students in assignments and projects

Projects

Bot Bowl Evolution

- Evolved a competitive agent for Bot Bowl using a genetic algorithm to refine an expert system.
- Tools Used: Python, OpenAI Gym

Digit Recognition Neural Network

- Simple NN trained on MNIST data to classify handwritten digits.
- Tools Used: Python, NumPy, PyTorch

Music Box

- Developed a program to download tracks and play them with modern functionality.
- Tools Used: Python, TKinter, yt_dlp

Technologies

Languages: Python, C++, C#

Technologies: Neural Networks, Unity