

# GRANT BENSON

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## Projects

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**LAIGO Mosaic Maker** | *Python, FastAPI, React 19, Vite, Render, Stripe* **January 2026 - Current**

- Chained image segmentation, color quantization, and mosaic layout synthesis AI models into an async pipeline to procedurally generate purchasable LEGO sets with real-time job queue polling and a pay-what-you-can payment system.

**FoldeD** | *C#, Unity* **December 2024 - April 2025**

- Engineered paper airplane optimizer that encodes fold geometry and material properties as genetic traits, evolving maximum-glide-distance designs via procedural folding algorithms and aerodynamic simulation rounds.

**Coffee Maker** | *HTML, CSS, Javascript, Java, Spring, Hibernate, MySQL* **April 2024**

- Developed functionality for ingredient addition, inventory system, and recipe creation through backend implementation.
- Facilitated user registration, authentication, order placement, fulfillment, and pickup through full-stack development.
- Leveraged the JUnit testing framework and GitHub actions to extensively test the backend and avoid regression.

**Grant Game Engine** | *C++, Ubuntu* **November 2023**

- Designed and developed a networked, two dimensional SFML rendered, object-oriented game engine independently.
- Created server client architecture to support multiplayer using ZeroMQ Pub/Sub and Req/Rep sockets.

**Six Floors Under** | *C#, Unity* **April 2023**

- Implemented parts of all interactable characters, puzzle logic, and created assets/animations for levels and UI.
- Synchronized soundtrack that was 34th ranked globally in Ludum Dare 54 with character animations to immerse players.

## Experience

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**Prometheus Group** **September 2025 - Current**

*SDET | C#, Playwright, Jira*

- QA/SDET lead and product representative for MDaaS, Prometheus Group's Master Data Management platform, responsible for driving the automation pipeline from inception through ongoing expansion.
- Developed custom auxiliary tools to streamline workflows and support product development across the team.

**North Carolina State University** **February 2025 – May 2025**

*College of Engineering Undergraduate Researcher | Python, mmWave Studio*

- Built a system to generate animated 3D skeletons from synchronized radar point cloud and multi-IMU data.
- Developed Python tools for depth estimation, sensor fusion, and visualizing human motion in real time.

**The Net VR** **May 2024 – November 2024**

*Gameplay Programmer | C#, Unity*

- Coordinated and contributed to the development of alpha and beta builds with the Scrum schedule.
- Implemented various systems including client input, animation, Vivox spatial sound, and an object manager to create immersive digital cyberspace environment.

## Education

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**North Carolina State University** **Aug 2021 – May 2025**

*B.S. Computer Science & Game Development Concentration (3.5 GPA)*

*Raleigh, NC*

## Relevant Coursework

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|----------------------------------|---------------------------|------------------|
| • Data Structures and Algorithms | • Software Engineering    | • Linear Algebra |
| • Operating Systems              | • Artificial Intelligence | • Game Engines   |

## Technical Skills

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**Languages:** C#, C++, C, Java, Python, Javascript, WebGL, HTML/CSS, SQL

**Developer Tools & Technologies:** Unity, Unreal Engine, Git, Jenkins, JUnit, VS Code, Eclipse

## Leadership / Service

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**Video Game Development Club** **August 2023 – May 2025**

*Board Officer*

- Organized and participated in Extra Life charity stream event to raise hundreds of dollars for Duke Children's Hospital.
- Co-organized the first ever regional game jam, Triangle Game Jam, in collaboration with Duke University and UNC Chapel Hill, coordinating participants, promotion, and event logistics.

**Mission Trips** **June 2017 & June 2019**

*Mission Team Member in Stanton, KY & Uniontown, PA*

- Constructed wheelchair ramp and external renovations to enable resident mobility of housebound resident.
- Revitalized dilapidated home with power washing, floor repair, and wall stripping.