

Ben Kirchoff

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EDUCATION

The Ohio State University

August 2021 – December 2025

Bachelor of Science in Computer Science, Minor in Game Design

Columbus, OH

TECHNICAL SKILLS

Languages: Java, C#, C/C++, Swift, HTML/CSS, TypeScript, JavaScript, R, x86-64 Assembler

Frameworks/Libraries: SwiftUI, Swing, JUnit, MonoGame, React, SDL2, MonoGame, Tailwind CSS

Tools: Git, IntelliJ, VS Code, Visual Studio, Eclipse CDT, XCode, Adobe Creative Cloud, npm

Professional: Customer Service, Leadership, Team Building, Project Management, Agile Development, Scrum

PROJECTS

Benjamink.dev Personal Website | *HTML, CSS, Bootstrap, AWS, Github Actions*

December 2023

- Developed a static HTML website, using Bootstrap CSS for styling.
- Utilizing AWS I created a S3 Bucket with the HTML code, and hosted the website utilizing my own domain, and connected it to the bucket using route53.
- I now make frequent updates to it using an AWS CodePipeline.

Legend Of Zelda Clone | *C#, MonoGame, Project Management, Agile, Scrum*

August 2023 – December 2023

- Led team of six in creation of game inspired by The Legend of Zelda using C# and the MonoGame engine.
- Played a pivotal role in crafting sophisticated lighting algorithms, contributing to the game's visual ambiance.
- Organized tasks in two-week sprints and conducted regular scrum meetings.
- Used GitHub for efficient collaborations and code reviews.

Sustainability Web App | *Node.js, TypeScript, React, Tailwind CSS*

October 2023

- Created a React web application promoting campus sustainability initiatives as part of team at OSU HACKOHI/O.
- Utilized React components to enhance the UI to best display visually captivating graphs highlighting data on water consumption and energy usage.

Hat Trick Soccer | *Game Development, C++, SDL2, UX/UI design, Pixel Art*

August 2023 – Present

- Creating an original soccer arcade game that incorporates real-life defensive tactics and challenges players to score against progressively skilled defenders.
- Designed original artwork for each level and teams, implementing user-controlled player input via keyboard.

LifeStyle iPhone App (OSU Swift Certification) | *iOS Development, Swift, SwiftUI, XCode*

May 2022 - July 2022

- Developed a native iOS mobile application using SwiftUI. The user interface leveraged different views and objects to provide users with questions based on their lifestyle.

WORK EXPERIENCE

Video Games for STEM Education Development Team | *C#, Unity, Agile*

January 2024 – Present

- Developed educational video games for STEM education with a multidisciplinary team from Ohio State's Computer Science Engineering Department and Educational Studies Department, emphasizing algebra, physics, Newtonian mechanics, and computer science.
- Provided insights and feedback to enhance game mechanics and educational value, whilst utilizing innovative approaches to bridge theoretical concepts and practical application.
- Demonstrated adaptability and flexibility in responding to evolving project requirements.

The Schottenstein Center Operations

August 2023 – Present

- Facilitated seamless execution of concerts and sports events by meticulous logistics of equipment setup and teardown.
- Contribute to the overall event success through comprehensive maintenance tasks, showcasing a commitment to precision and excellence in every aspect of event operations.

Dormitory Office Assistant

August 2022 – May 2023

- Provided quality customer service to residents by helping with their needs around the dorms.
- Dealt with crisis situations in dorms, coordinated with EMT, police and fire departments.

LEADERSHIP

Marketing Chair for OSU Morrison Siebert Dorm Community Council

November 2021 – May 2022

- Lead the marketing strategy and devised media campaigns to increase community engagement of students on campus.
- Doubled attendance to events from the start of the year until the end.

Boy Scouts Eagle Scout

January 2009 — January 2021

- Directed the design and construction of a 50 ft bridge over a creek. Created 3D renderings in SketchUp, ensuring the bridge's strength (4000 lbs+) and resilience to weather. Managed logistics for material and machinery delivery and coordinated a team of 30 to complete construction in a single day.

Youth Robotics Mentor

August 2017 – April 2020

- Coached team in building and programming a robot. Taught problem solving skills to help team complete challenges. Under my supervision the team reached the Ohio State finals and finished in top 20 three times.