

Beñat Morisset | Game Programmer

Portfolio (WIP): <https://benbbweb.github.io/Portfolio>

Email: benmodeper@gmail.com

Professional Profile

Having worked in a few games and having made a few game engines, I am confident programming both engine features and gameplay features.

Core Skills

- Unreal Engine 4
- Unity
- C/C++
- OpenGL
- glsl
- matlab/octave (base level)
- python (base level)
- LabVIEW

Languages

- Native French
- Native Spanish
- C2 English

Education

- **Sep 2017 - Apr 2020** **RTIS degree at Digipen Institute of Technology Europe - Bilbao**
The Real Time Interactive Simulation is a very practical game programming degree focusing on the technical side of game development.
- **Sep 2012 - Feb 2017** **Bachelor degree in Mechanical Engineering at EPFL**
Degree full of maths and physics. I specialized in automatization. Made a worked on a few projects such as [Robot can beat you at table football | Euronews](#).
- **Nov 2016** **Certified LabVIEW Associate Developer**
As I made my end of bachelor project at EPFL using LabVIEW I passed the exam for this certification very easily.

Professional Experience

- **Jan 2019 - Apr 2019** **Linear Algebra Grader at Digipen - Bilbao**
Employed by the university to grade linear algebra homeworks of freshmen students.
- **Feb 2017 - Jun 2017** **Internship at Husky Injection Molding Systems S.A.**
Conducted a comparative assessment to help decide for the most accurate and performing tool to measure fill time.
- **Sep 2016 - Dec 2016** **Student Assistant at EPFL**
Employed by the university to help students with their homework for their end of bachelor course: Vibrations Mechanics.
- **Jul 2010 - Jul 2010** **Internship at Cabinet d'architecture du centre**