

Beñat Morisset | Game Programmer

Portfolio: <https://benbbweb.github.io/Portfolio>

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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. Check out my games and projects on my portfolio.

Education

Sep 2017 - (Apr 2021) 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

Very theoretical degree focussed on maths and physics. I specialized in automatization.

Professional Experience

Jan 2019 - Apr 2019 Linear Algebra Grader at Digipen - Bilbao

Graded 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

Helped last year bachelor students understand vibration mechanics

Skills

C/C++
OpenGL
glsl
Git
matlab/octave
python
LabVIEW

Software

Unreal Engine
Visual Studio
Unity

Languages

Native French
Native Spanish
C2 English

Accomplishments

Gamelab Barcelona 2019

Finalist Best Student Video Game (Skywolf)

Fun & Serious Game Festival 2019

Finalist Best Basque Video Game (Skywolf)

Ludicrous Game Festival 2020

Emerging Talent Award Nomination (Skywolf)

Certifications

Certified LabVIEW Associate Developer

Driving License