

# Beñat Morisset | Game Programmer

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

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## Professional Profile

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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

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

## Languages

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- Native French
- Native Spanish
- Proficient English

## Education

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- **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

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- **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**