Beñat Morisset | Game Programmer

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

Email: benmodeper@gmail.com

Professional Profile

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

Education

Sep 2017 - (Apr 2021) B.S. degree in Computer Science in Real Time Interactive Simulation at Digipen Institute of Technology Europe - Bilbao

Very practical game programming degree focusing on the technical side of game development.

Sep 2012 - Feb 2017 B.S. degree in Mechanical Engineering at EPFL

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

Games and Projects

Sep 2020 - (Apr 2021) Mirlo Above the Sun

3D Game. UE4. Team of 11. My responsibilities: dynamic grass, bomber enemy, bomb, building level 1, design...

Sep 2020 - Dec 2020 Advanced 3D Graphics Framework

Solo project. From scratch in C++ with OpenGL. Deferred shading, various rendering techniques.

Sep 2019 - Apr 2020 Project Orion

3D Game. Team of 6. Custom C++ engine. My responsibilities: engine architecture, asset manager, multithreaded asset loader, 2D physics, refactor of pool system, flamethrower mechanic, design...

Jan 2020 - Apr 2020 Space Partitioning Techniques

Solo project. From scratch in C++. Bounding volumes, BVH, Octree, KDtree...

Jan 2020 - Apr 2020 3D Game Physics Engine

Solo project. From scratch in C++. SAT, GJK, friction, iterative constraints solver...

Sep 2018 - Apr 2019 Skywolf

2D Game. Team of 11. Custom C++ engine. My responsibilities: engine architecture, asset manager, multithreaded asset loader, 2D physics, refactor of the station system, flamethrower mechanic, design...

Professional Experience

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

Graded linear algebra homework 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
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)

Ludicious Game Festival 2020
Emerging Talent Award Nomination (Skywolf)

Certifications

Certified LabVIEW Associate Developer

Driving License