Beñat Morisset | Game Programmer

Portfolio (WIP): **https://benbbweb.github.io/MyWeb/index.html**

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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.

Core Skills

- Unreal Engine 4
- Unity
- C/C++
- OpenGL

- glsl
- matlab/octave (base level)
- python (base level)
- LabVIEW

Languages

- Native French
- Native Spanish
- Proficient English

Education

- Sep 2017 - Apr 2020   RTIS degree at Digipen Institute of Technology Europe - Bilbao
- Sep 2012 - Feb 2017   Bachelor degree in Mechanical Engineering at EPFL
- Nov 2016   Certified LabVIEW Associate Developer
- Jul 2012   European Baccalaureate

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 2012 - Feb 2016   Student Assistant at EPFL**

  Employed by the university to help students with their homeworks for their end of bachelor course: Vibrations Mechanics.

- **Jul 2010   Internship at Cabinet d'architecture du centre**