

Benjamin Rimon

Chapel Hill, NC · benjaminrimon@gmail.com · memjamim.github.io/portfolio · linkedin.com/in/benjaminrimon

Objective: Seeking an entry level game development position, specifically in systems or gameplay design.

EDUCATION

North Carolina State University: College of Engineering Raleigh, NC
B.S. Computer Science - Game Development Concentration August 2022 - May 2026
• Relevant courses: Advanced Game Projects, Game Engine Foundations, Software Engineering, Human Computer Interaction, Data Structures

Chapel Hill High School Chapel Hill, NC
• National Honor Society August 2019 - June 2022

PROJECTS

See [Portfolio](#)

EXPERIENCE

UNC - Stormwater, Chapel Hill NC May 2023 - January 2024
Stormwater Engineering Assistant
• Developed geospatial analyses and maps in ArcGIS, leveraging Python and Excel.
• Conducted on-site data collection to identify drainage issues and evaluate potential problems.
• Wrote automated code to scan and organize large datasets
• Explored alternative options to current maintenance systems and presented my findings

UNC - Carolina North Forest, Chapel Hill NC June 2022 - August 2022
Forest Management
• Collected and utilized data with ArcGIS GPS systems to create more accurate maps
• Engaged with trail users to gather input and address concerns
• Trained in personal protective equipment and operation of power tools and machines
• Monitored and maintained trails, reporting hazards to a supervisor

ORGANIZATIONS

NC State Game Development Club August 2022 - Present
Worked in teams using Unity, Unreal, and Godot engines. Contributed to both design and programming.

Eagle Scout June 2015 - February 2021
Achieved the highest rank in scouting. Served as a leader in my troop. Currently an adult leader.

SKILLS

Certifications: MTA Intro to Programming using Python, MTA OS Fundamentals, AutoCAD, Revit, ACT WorkKeys Platinum

Languages: English, Finnish, Spanish

Programming Languages: Java, C/C++, C#, Python (ArcPy, GDScript, Ren'Py)