

Benjamin Rimon

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

Education

North Carolina State University

Bachelor of Science in Computer Science – Game Development Concentration
Relevant coursework: Advanced Game Projects, Game Engine Foundations, Software Engineering, Human Computer Interaction, Data Structures, Interactive Game Design

Raleigh, NC
August 2022 – May 2026

Chapel Hill High School

National Honor Society

Chapel Hill, NC
August 2019 – June 2022

Projects

The Deep End

- Description: A 3D game created for the Triangle Game Jam in Godot.
- Role: Gameplay programmer, Systems designer
- Features Implemented: Land & underwater movement, shop system, breath & health systems, audio cues, pause & settings menus, post-release performance improvements.

2026
Team: 5

Terolles

- Description: A 3D survival game created in Unreal Engine focused on Rust-like resource collection and building.
- Role: Systems designer
- Features Implemented: Player inventory, socket-based building system, fracturing resource-gathering nodes, health & stamina systems.

2025
Team: Solo

Lizard101 / Custom Game Engine

- Description: A 2D deckbuilding roguelike created as a demo project for a custom game engine built in C++ using SDL 3/SDL 3 image for rendering.
- Role: Engine Programmer, Systems designer
- Custom C++ game engine Features: Component-based game object model, input & event management, multithreading.
- Lizard101 Features: Card design, gameplay loop design, enemies & status effects.

2025
Group: 3

Experience

Engineering Assistant

UNC – Stormwater

- Developed geospatial analyses and maps in ArcGIS, leveraging Python and Excel.
- Conducted on-site data collection to identify drainage issues and evaluate problems.
- Wrote automated code to scan and organize large datasets.
- Explored alternative options to current maintenance systems and presented my findings to supervisors.

Chapel Hill, NC
May 2023 – January 2024

Forest Manager

UNC – Carolina North Forest

- 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.

Chapel Hill, NC
June 2022 – August 2022

Organizations

NC State Game Development Club

August 2022 -

- Participated in teams creating several games using Unity, Unreal, and Godot engines.

Scouting America

June 2015 - February 2021

- Achieved the rank of Eagle Scout, the highest rank in scouting.
- Led my troop as a Senior Patrol Leader and Quartermaster.

Skills

Languages: English, Finnish, Spanish

Programming Languages: Java, C/C++, C#, Python (ArcPy, GDScript, RenPy), HTML/CSS

Software: Unreal Engine, Unity Engine, Godot Engine, Git/Github, Office Suite, Visual Studio, Visual Studio Code, Eclipse IDE, Trello, Slack, Postman, JUnit, Jenkins, CMake, SDL

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