

# 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.

## EDUCATION

### North Carolina State University: College of Engineering

Raleigh, NC

B.S. Computer Science - Game Development Concentration  
2026

August 2022 - May

- 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  
2022

August 2019 - June

## 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)