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@ragekit

BENJAMIN GATTET

SKILLS

Programming : Unity C# / C / Javascript / Ruby / Python / Java etc...

Game Design : Game brief / Game document / Level Design / Narrative Design etc ...

Art Direction : Artstyle / Moodboard / Mockups

Art Production : 3D modelling / Pixel art / Animation (ocasionelly)

Eletronic : Arduino C / Internet of things / Robotics.

Web Design and Development : HTML / CSS / Javascript / API coding etc ...

EXHIBITS / TALKS

Swissnex – Boston – Swiss gaming corner : talk about my master thesis – April 2014

Eniarof – Aix-en-Provence – Fête foraine Numérique : Retro compatible museum – October 2013

Swissnex – San Francisco – Gamegazer during GDC – Marh 2013

Le Cube – Issy les Moulineaux (Paris) – Demo and Open-Mic for young Gobelins Graduates – 29 september 2012

STUDIES

2012-2014 : Master Media Design, (Master Media Design Postgraduate) Distinctions from the Jury **HEAD (Geneva)**

2010-2012 : Concepteur Réalisateur Multimédia (Media Design graduate), Distinctions from the Jury – **Gobelins (Paris)**

2008-2010 : BTS Communication Visuelle option Multimédia (HND Visual Communication) – **Lycée des Arènes (Toulouse)**

2007-2008 : Mise à niveau Art Appliqués (Art undergraduate) – **Lycée des Arènes (Toulouse)**

2006-2007 : Math Sup (Science and Math undergraduate) – **Lycée P. de Fermat (Toulouse)**

2003-2006 : (Highschool) – **Lycée Bellevue (Albi)**

Terminale S Européenne Anglais

1ère S Européenne Anglais

PROFESSIONAL EXPERIENCE

Sandwich course/ **Les Graphiquants** / September 2011 - July 2012

Programming and Art Direction

Sandwich course / **Uzik** / September 2010 - Aout 2011

Back and front-office programming

Post Production / **Jonas & François** / Mai 2009

Special effects.

Graphisme et Webdesign / **G-U-I** / Mai-Juin 2009

Interface design, art direction, programming.