bgattet@gmail.com
+1 514 962 3073
http://ragekit.github.io
@ragekit

BENJAMIN GATTET

SKILLSET

Programming : Unity C# / C / Javascript / Ruby / Python / Java / and more
Game Design : Game brief / Game document / Level Design / Narrative Design
Art Direction : Art style / Moodboard / Mockups
Art Production : 3D modelling / Pixel art / Animation / Traditional Drawing
Electronic : Arduino C / Internet of things / Robotics.
Web Design and Development : HTML / CSS / Javascript / NodeJS / Sass SCSS / gulp / Jekyll …

PROFESSIONAL EXPERIENCE

Research Asistant / **Rilla Khaled, Pippin Barr, Christopher Moore** / October - December 2017
    Unity development and neural networks research
Teaching / **Concordia Computational Art deparment** / September - December 2017
    CART 211 : Computer art and network culture.
Research Assistant / **Jonathan Lessard** / August 2017 - September 2017
    PBR workflow research from blender to unity
Research Asistant / **Daniel Cross** / Mai - June 2017
    Interactive documentary research and production
Workshop Teacher / **FASA concordia** / March - 2017
    Intro to Unity
Teaching / **Concordia Computational Art deparment** / September - December 2016
    CART 211 : Computer art and network culture.
Research Asistant / **Daniel Cross** / August - September 2016
    Virtual reality research and Unity development
Research Assistant / **Jonathan Lessard** / September 2015 - September 2017
    Game development and design on Unity
Game porting / **The PixelHunt** / February 2015
    Port from Gamemaker to Javascript
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.

BENJAMIN GATTET

STUDIES

2015-Now : PhD Individualized studies, Game Design and Game Studies. Research-Creation.
          TAG Lab at **Concordia University (Montreal)**

2012-2014 : Master Media Design, (Master Media Design Graduate) **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) Seconde, Première, Terminale S Européenne Anglais
          Lycée Bellevue (Albi)

EXHIBITS / TALKS / PUBLICATIONS

CGSA — Toronto Canada — (talk) Virtual bodies in virtual worlds :
        A phenomenology of play in video games— June 2017

First Person Scholar — Virtual bodies in virtual worlds :
        A phenomenology of play in video games
        http://www.firstpersonscholar.com/virtual-bodies-in-virtual-worlds/
        January 2017

Nasscom — Bangalore India — Game Exhibited (Within) at Swissnex — Novembre 2015

Gamescom — Cologne — Game Exhibited (Within) — August 2015

Ludicious — Zurich — Game Exhibited (Within) — October 2014

Amaze — Johannesburg — Master Thesis and school presentation — September 2014

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

Junior Research Conference — Bern — Presentation of master thesis work — November 2013

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

GDC — San Francisco — Gamegazer at Swissnex during GDC — Marh 2013

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

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BENJAMIN GATTET

WORKSHOPS & MASTERCLASS

Speculative Design Jam — Montreal / Tag — October 2016
Global Game Jam — Montreal / TAG - January 2016
Cité des Sciences Jam — Paris — December 2014
Zoomachines Game Jam — Lille — 2014
Processing Paris workshop — Paris — 2010 & 2012
Processing Meetup at L'école multimedia — Paris — 2011 to 2012

PRESS

Oujevipo / Untitled, pixels on screen, 960x600px
  http://oujevipo.fr/general/5445-untitled-pixels-on-screen-960x600px/
Killscreen / Within's impossible space play with your anxiety
  http://killscreendaily.com/articles/within/
Fastcodesign / The Best Video Game Design Of 2014
  http://www.fastcodesign.com/3039825/the-best-video-game-design-of-2014
Fastcodesign / This Game Will Make You Feel Insane. Try It!
  http://www.fastcodesign.com/3033977/this-game-will-make-you-feel-insane-try-it
Indiegames / Freeware Pick: Within
  http://indiegames.com/2014/07/freeware_pick_within_ragekit.html
PCGamer / The Best Free Games of the Week
  http://www.pcgamer.com/the-best-free-games-of-the-week-35/

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BENJAMIN GATTET

MISC

Member of the **TAG Lab** at Concordia University

Member of the **Graffiti Research lab france**

Creator and curator on the art direction in game tumblr **flamboyantpixels.tumblr.com**

Creator and writer on **http://jeuvideoavantgarde.tumblr.com/**

Solfège studies (musical theory) — 14 years

Western concert flute — 11 years

       Orchestra

       Chamber music

       Jazz and improvisation

Electric guitar — 3 years

Clarinette — 1 year

Curently resides in Montreal - Canada