



bgattet@gmail.com
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<http://ragekit.github.io>
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BENJAMIN GATTET

SKILLSET

Programming : Unity C# / C / Javascript / Ruby / Python / Java / GLSL / CG

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 / Material editing

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 department** / 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 department** / 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.



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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

Clarinete – 1 year

Curently resides in Montreal - Canada