

Hassen Ben Abid

Programmer

A passionate, energetic software and game programmer with academic experience in computer science.

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WORK EXPERIENCE

C# programmer

Strange Loop Games (ECO)

08/2021 - Present

Tasks

- Creating new tools to be used by the different members of the team.
- Taking responsibility at implementing new features and whole new systems (co-lead the rework of the tooltip system, finished it before the deadline and got rewarded)
- Reworking multiple game systems on both the server and the client side (Like the chat system).
- Debugging and fixing daily bugs in record time, increasing the productivity of my squad.
- Collaborating with an international team in an agile environment.

Contact : John Krajewski - john@strangeloopgames.com

Game developer

Stolen Pad Studio

06/2021 - 08/2021

Tunis, Tunisia

Stolen Pad Studio is an independent game development studio in Tunisia that has the main goal of making Hyper-Casual games.

Tasks

- Prototyping and making new hyper-casual game every two weeks.
- Coordinating with the art team.
- Testing the games on both android and iOS.
- Implementing different APIs to track the player progression and game statistics

Contact : Meher Jouini - meher.jouini@yahoo.com

Internship

Amilcar Technologies

01/2021 - 04/2021

Tunis, Tunisia

Tasks

- Managed a prototype game for android that had a very big range of different mechanics where I implemented a grid system with some resource gathering for base building, some deck creation and customization and an RTS like battle phase with some basic AI.

EDUCATION

BACHELOR DEGREE IN VIDEO GAME DEVELOPMENT

Higher institute of Arts Manouba Multimedia

2018 - 2021

Manouba, Tunisia

SKILLS

C#

.NET

C++

Unity

Kotlin

Javascript

Node.js

OpenGL

Android studio

Git

SVN

SCRUM

PERSONAL PROJECTS

Cygnus3D : Game Engine (2019 - 2021)

- Small game engine, developed using C++/OpenGL.
- It include some basic rendering, physics using bullet, a loading model system with skeletal animation and a basic lighting system.
- I started this project as a mean to understand the backbones of game engines but also to challenge myself. To approach this, I started by creating a small 2D game using C++ and OpenGL and from there I chose the features that I want to work on and made a roadmap for myself.

LANGUAGES

Tunisian

Native or Bilingual Proficiency

French

Full Professional Proficiency

English

Full Professional Proficiency