

Hassen Ben Abid

Programmer

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

✉ hassenbenabid@protonmail.com

📍 Sousse, Tunisia

🌐 [linkedin.com/in/hassen-ben-abid](https://www.linkedin.com/in/hassen-ben-abid)

☎ +216 29 88 34 68

📄 hassenbenabid.github.io/

WORK EXPERIENCE

C# programmer

Strange Loop Games (ECO)

08/2021 - Present

Tasks

- Participated in the reworking of the chat system from the ground up like implementing channel creation and customization, player tagging, private messages and world notifications.
- Was the co-leader on reworking the whole tooltip/hint system to make it way more optimized, more intuitive for developers when using it and way more responsive and easy to understand for the players (a la Crusader kings 3) which we succeeded on finishing way before the deadline and got rewarded for it.
- Refactored some other basic system like the multi-selector, the tag mouse collision, etc.
- Increased the productivity of my squad by debugging and over-fixing bugs in record times.

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

- Was given the full responsibility for creating a new Hyper-casual game every two week, where I coordinated my work with both an artist and an animator.
- Tested the games for both android and IOS, making the right optimizations as needed and finally implementing both the Facebook and our publisher (Zynga) APIs.

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

Internship

Amilcar Technologies

01/2021 - 04/2021

Tunis, Tunisia

Tasks

- Worked on 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 IN VIDEO GAME DEVELOPMENT

Higher institute of Arts Manouba Multimedia

2018 - 2021

Manouba, Tunisia

SKILLS

C#

C++

Unity

Kotlin

Javascript

Node.js

OpenGL

Android studio

PERSONAL PROJECTS

Cygnus3D : Game Engine (2019 - 2021)

- A small game engine that I developed using C++/OpenGL.
- It include some basic rendering, some 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

English

Full Professional Proficiency

French

Full Professional Proficiency

Arabic

Professional Working Proficiency