

# 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/](https://hassenbenabid.github.io/)

## WORK EXPERIENCE

### C# programmer

#### Strange Loop Games (ECO)

08/2021 - Present

##### Tasks

- 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.
- Mentoring a new intern and making sure that he's up to speed with the company code base.

Contact : John Krajewski - [john@strangeloopgames.com](mailto: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](mailto: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

Unity

C++

Unreal Engine 5

OpenGL

Kotlin

Javascript

Node.js

Android studio

Git

SVN

SCRUM

ClickUp

## 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.

### Demo project to learn Unreal Engine 5 (2022 - Present)

- Currently in the process of developing a small souls-like game using Unreal Engine 5, where the main objective is to learn the process of developing games using this game engine.

## LANGUAGES

Tunisian

*Native or Bilingual Proficiency*

French

*Full Professional Proficiency*

English

*Full Professional Proficiency*