H|B

HASSEN BEN ABID

PROGRAMMER

Sousse, 4051, Tunisia

+216 29883468

HassenBenAbid@Proton
mail.com

LINKS

Portfolio:
https://hassenbenabid.github.io/

LANGUAGES

- Tunisian (Derja)
- French
- English
- Arabic

SKILLS

- C#, C++, Kotlin, JS, Node.js, OpenGL
- Unity, Android Studio, Unreal Engine 4
- Notions : HTML, CSS

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

WORK EXPERIENCE

Freelance
Jul 2020 - Aug 2020

DEVELOPER

For one month and a half, I worked for an employer who wanted a cheap and versatile solution for ophthalmologists to test the eyes of their patients.
I developed an android application that thanks to the use of miracast can work with any screen that the doctor chooses transforming the phone into a simple controller. This app would detect automatically the resolution of the monitor and then set the different tests in their correct sizes.
Thanks to the advice of a professional on the field, I made different charts : LogMar, Lea, tumbling, a duochrome option, an astigmatism test and finally a fun chart for kids.

Amilcar Technologies
Jan 2021 - Apr 2021
Tunis, Tunisia
(remote)

INTERNSHIP

For five months, I worked on one of their unannounced games for android which had a range of different mechanics:

- A base building phase with a grid and some resource gathering system.

- A deck building phase where the player arranged his multiple decks while also checking what cards he unlocked.

- A basic RTS phase where the player had the ability to spawn new units, control them and attack the enemy base.

- I implemented a basic AI to fight the player for the combat phase.

- The main menu with daily rewards.

For some time, I was also charged with coming up with a casual game idea and creating a prototype for it.

Stolenpad studio (Nuked cockroach)
Jun 2021 - Aug 2021
Tunis, Tunisia
(remote)

GAME DEVELOPER

For two months, every week I had the responsibility of developing a new hyper casual game and coordinating my work with both an artist and an animator. I was also responsible for testing the game on different devices (IOS and android) and implementing both the facebook and our publisher APIs (Zynga).

Strange Loop Games
Aug 2021 - Present
Seattle, Washington
(remote)

PROGRAMMER

Currently I'm working with Strange Loop Games on the game "Eco" which you can

find on steam in early access.
During my work here, I touched many systems of the game:

- I worked on reworking the chat with different customizable channels, notifications, private messages ... on both the server and client side.
- I worked on reworking the whole tooltip system (hints that show up to the player when he hover over items a la Crusader kings 3) to make it more optimized and responsive while also using less server queries.
- I also worked on many other systems like their civics system (A simulated government that can be created by the player with different laws, titles, wages,...
- Resolving different bugs as they come up but also sometimes finding them.

EDUCATION

Higher institute of Arts Manouba Multimedia (ISAMM))
2018 - 2021
Manouba, Tunisia

BACHELOR IN VIDEO GAME DEVELOPMENT

I started as a computer science student and then after succeeding in my first year I passed a test (Only 20 students are accepted) and finished my next two years as a video game developer student.

EXTRA-CURRICULAR ACTIVITIES

Indie Game

MEMBER

Association
Nov 2018 - Apr 2019
Manouba, Tunisia

Helped organize different events about game development and multiple game jams like the global game jam of 2019.

PARTICIPANT

Spark challenge
Apr 2018 - May 2018
Sousse, Tunisia

Spark challenge was a competition organized by a tunisian bank (BIAT) where more than 15 groups (each 4 - 5 people) brainstormed an idea to help innovate our education system and then pitch it. Won 2nd place in my region.