

# Hassen Ben Abid

## Programmer

### Portfolio

<https://hassenbenabid.github.io/>

### EXPERIENCE

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Summer 2020

- **Freelance Programmer:**

Developed an app about visual acuity tests for android devices, for a company specialized in the selling of medical equipment.

01/01/2021 - 12/05/2021

- **Internship in Amilcar Technologies:**

I was the sole programmer on a still unannounced mobile game. I worked on a deck manager system, a base building system and also an RTS-like movement and combat system with some basic AI integration.

07/06/2021 - now

- **Full time game developer In Stolenpad studio:**

Currently I m working as a game developer for stolen pad studio (The same team of nuked cockroach). Nearly every week I'm in charge of programming and coordinating, with an artiste and an animator, the development of a new hyper casual game.

### Education

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- **Bachelor in video game development**

Higher institute of Arts Manouba Multimedia (ISAMM)

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

#### Software Skills:

• C++, C#, Kotlin, JS, OpenGL, Node.js, Qt, EU4 blueprints.

• Unity, Unreal engine 4, Android studio, Visual studio.

• Illustrator, photoshop.

• Notions: html, css.

#### Languages:

• French

• English

• Arabic

#### Contact:

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## EXTRACURRICULAR

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2018

- **Spark challenge**

In the span of an entire month every group (4 people) brainstorm and then pitch an idea to help innovate our education system. Won the 2<sup>nd</sup> place in my region.

2019

- **Global game jam**

With the help of 2 other teammates, we created a video game in just 3 days.

2018 - 2019

- **Indie Game Association (IGA)**

Helped organize different events related to video game development in Tunisia.