

# 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

- 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 and optimizing 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.
- The Project was started as a mean to understand the backbones of game engines. Started by creating a small 2D game using C++ and OpenGL and from there chose the features that I want to work on and made a roadmap for myself.

### Demo project to learn Unreal Engine 5 (2023 - Present)

- Currently in the process of developing a small souls-like game demo using Unreal Engine 5, with the main objective 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