Hassen Ben Abid

Programmer

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

✉ hassenbenabid@protonmail.com

📱 +216 29 88 34 68

📍 Sousse, Tunisia

🖥 hassenbenabid.com

in linkedin.com/in/hassen-ben-abid

WORK EXPERIENCE

C# programmer
Strange Loop Games (ECO)

08/2021 - Present

Tasks
- Led the rework of the tooltip system, delivering it before the deadline and receiving recognition.
- Optimized various game systems on both the server and client sides, including the chat system and many others.
- Resolved daily bugs promptly, enhancing team productivity.
- Collaborated with an international team in an agile environment.
- Mentored and on-boarded a new intern, ensuring a smooth transition into the company codebase.

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
- Rapidly prototyped and developed hyper-casual games on a bi-weekly basis.
- Coordinated closely with the art team for seamless integration of game assets.
- Conducted testing on Android and iOS platforms.
- Implemented various APIs to track player progression and game statistics.

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

Internship
Amilcar Technologies

01/2021 - 04/2021   *Tunis, Tunisia*

Tasks
- Managed the development of a prototype Android game with diverse mechanics.
- Implemented a grid system for resource gathering and base building.
- Created a deck-building and customization system.
- Designed an RTS-like battle phase with 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 | Three.js | React | Android studio | Git | SVN | Blender | SCRUM | ClickUp

PERSONAL PROJECTS

Cygnus3D : Game Engine (2019 - 2021)
- Developed a small game engine using C++/OpenGL.
- Included basic rendering, physics using Bullet, loading model system with skeletal animation, and a lighting system.
- Started as a 2D game project using C++ and OpenGL, gradually added features based on a predefined roadmap.

Demo project to learn Unreal Engine 5 (2023 - Present)
- Currently in the process of developing a small game using Unreal Engine 5, with the goal of becoming proficient with the game engine.

Interactive Portfolio Web Page
- Created an engaging, dynamic and interactive personal portfolio website that showcases skills, projects, and achievements.
- Leveraged cutting-edge technologies, including React, Three.js, Blender, and more, to design a visually stunning and immersive user experience.
- Completed the project in just 3 months, demonstrating the ability to learn and apply new technologies efficiently (This was my first time using Three.js, react and blender).

LANGUAGES

Arabic
Native or Bilingual Proficiency

French
Full Professional Proficiency

English
Full Professional Proficiency