

Hassen Ben Abid

HassenBenAbid.com • HassenBenAbid@protonmail.com • 216 29883468 • linkedin.com/in/hassen-ben-abid/

Game Developer

Passionate game developer with over 3 years of experience implementing different gameplay mechanics, AI algorithms and client-server interactions along with optimizing and upgrading legacy code.

Work Experience

Game Programmer

08/2021 – 07/2024

Strange Loop Games

- 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 most importantly some of the game UI, resulting in at least a 50% faster and more fluid user experience.
- Implemented multiple new features, such as a territory system and a simulation of towns and countries.
- Added unit tests for both old and new features.
- Resolved daily bugs promptly, enhancing team productivity.
- Collaborated remotely with an international team in an agile environment.
- Mentored and on-boarded an intern.

Contact: John Krajewski - john@strangeloopgames.com

Game Developer

06/2021 – 08/2021

Stolen Pad Studio

- Rapidly prototyped and developed hyper-casual games on a bi-weekly basis.
- Collaborated closely with the art team for a seamless integration of game assets including animations, sound effects,...
- Conducted testing on Android and iOS platforms.
- Optimized games performances and memory usage.
- Implemented various APIs to track player progression and game statistics.

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

Intern

01/2021 – 04/2021

Amilcar Technologies

- Managed the development of a prototype Android game with diverse mechanics.
- Implemented a grid system for resource gathering and base building.
- Designed and implemented a real-time strategy battle phase along with a basic AI.

Skills

- Proficient in programming languages (C#, C++, Javascript, Kotlin)
- Game Engine expertise (Unity, Unreal Engine 5)
- Version Control system (Git, SVN)
- Artificial Intelligence implementation
- Debugging and optimization
- Mobile game development
- User interface (UI) design
- Problem solving and adaptability
- Time management and organization
- Communication and interpersonal skills (English, French, Arabic)
- Other technologies: .Net, OpenGL, Android Studio, Node.js, Three.js, React, Blender, Scrum, ClickUp

Education

Bachelor Degree in video games development

2018 – 2021

Higher Institute of Arts and Multimedia Manouba, Tunisia

Extracurricular

Volunteer

05/2024 – 07/2024

Jewish Cultural Festival – Krakow, Poland

- Collaborated with people from diverse cultural backgrounds.
- Assisted in organizing various events and activities for the festival.
- Provided support and information to festival attendees.

Staff Member

11/2018 – 05/2019

Indie Games Association – Manouba, Tunisia

- Assisted in creating multiple events, including the 2018 Global Game Jam at my university.
- Raised awareness of game development in remote areas, particularly targeting children.
- Organized and facilitated game development courses at my university.
- Promoted the importance of game development and its potential career opportunities.