

# Hassen Ben Abid

## Programmer

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

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## WORK EXPERIENCE

### C# programmer

#### Strange Loop Games

08/2021 - 07/2024

##### Achievements/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](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.

##### Achievements/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](mailto:meher.jouini@yahoo.com)

### Internship

#### Amilcar Technologies

01/2021 - 04/2021

Tunis, Tunisia

##### Achievements/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.

### Interactive Portfolio Web Page (04/2023 - 08/2023)

- 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).

### Rogue-like on Unreal Engine 5 (2024 - Present)

- Working on an unreal engine 5 rogue-like game with the goal of one day publishing it.
- Gaining a deeper understanding of the game engine.

## LANGUAGES

English

Full Professional Proficiency

Arabic

Native or Bilingual Proficiency

French

Native or Bilingual Proficiency