

HATIM BENHSAIN

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

EDUCATION

**NYU Tisch,
New York, NY, USA
(2023-2025)**

MFA in Game Design

**NYU Abu Dhabi,
Abu Dhabi, UAE
(2017-2021)**

BA in Interactive Media,
Minor in Game Design and
in Sound and Music
Computing

SKILLS

Computer

C++	Processing
Python	p5.js
Unity	Pro Tools
GameMaker	Max 8
HTML	Photoshop
CSS	LUA
JavaScript	Office
Godot	

Other

Comics
Illustration
Pixel Art
Composition
Piano

Languages

English
French
Arabic
Darija

WORK EXPERIENCE

Music and Sound Cultures, Abu Dhabi, UAE (2021-2023)

Solo Game Development Contractor

- > Coded and designed a JavaScript web app that showcases traditional music from the region (Konnakol) and plays transcribed music back to the user.
- > Created a GameMaker Studio rhythm game inspired by pearl-diver music from the Arab Gulf.

Freelancer (2021-2023)

Game Designer & Creative Coder

- > Programmed an Arduino and a web app and provided electrical diagrams for a live art installation.
- > Created a Unity serious game for a mental health startup.

Creative Technologies, Dubai, UAE (2022)

Solo Game Development Contractor

- > Programmed and acted as the lead developer for a multiplayer VR Unity online game that involved motion tracking for a leading telecommunications company in Saudi Arabia.

Hallpass Studios (2021)

Pixel Artist and 2D Animator

- > Created environmental and character 2D pixel art assets and animated them.
- > Programmed the animations on Godot.

AWARDS

Briefs 23 (2023)

- > Received a grant of \$1000 towards a walking simulator to be completed in 1 month.

Brainmind Residency (2021)

- > Received a grant of \$2000 towards a visual novel to be completed in 3 months.