



Majd Lahbib

Game & software builder · El Alia, Bizerte, Tunisia

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Coding since 14. I build games where a language model is the hidden engine, and I develop games for a studio. Starting university in 2027; looking for a software or game-development internship.

EXPERIENCE

Game Developer, Teomach Games (Edinburgh)

Jul 2025 – Jun 2026

Credited developer on **Pivot** (designer Tom Inglis; Kickstarter planned for 2027). Built the Tabletop Simulator edition with rules automation in Lua (free on Steam Workshop); started and helped build the Board Game Arena version; most of a virtualtabletop.io version. Remote, part-time, alongside school. 260 commits.

Lua · Tabletop Simulator · Board Game Arena · Game design

SELECTED PROJECTS

Pixel Publisher

Sep 2026

Publishing tycoon where an LLM reads the player's real short story and returns reviews, social posts and a sales curve. One HTML file; Gemini, OpenAI or offline engine. On itch.io.

JavaScript · LLM APIs · Pixel art

Project Studio

Sep 2026 – in progress

Film-studio successor: shape a screenplay through a writers' room, then face critics who quote specific scenes. Controller support.

JavaScript · LLM APIs · Systems design

Interacta

Apr – Jun 2026 · paused

Mobile-first PWA: a social feed of full-screen playable widgets (mini-games, puzzles, learning tools). 400+ commits. Live demo at interacta-app.tech; some features unfinished.

React · Tailwind · Supabase

algo-tn compiler & VS Code extension

Jul 2026

Runs the French pseudocode taught in Tunisian high schools by transpiling it to Python.

Keep Going: Trick Box

2024

3D puzzle game, built solo without AI at 15. Published on itch.io.

Godot 4.2 · GDScript

School Timetable Solver

Aug – Sep 2026

Generates legal timetables for Tunisian secondary schools: ministry rules as hard constraints, comfort as editable weights, verified export to aSc TimeTables.

Python · OR-Tools CP-SAT

CODE

Python · Lua · GDScript

write well

C# · JavaScript · SQL

working knowledge

TOOLS

Godot · Unity

Tabletop Simulator

Photon (netcode)

AI orchestration

Gemini & OpenAI APIs

OR-Tools · Git

HOW I WORK

My Godot and Unity games and my early projects (2023–2025) were self-taught and written without AI. Since 2026 I build with AI coding assistants a lot; the ideas, design and testing are mine, and I make sure I understand what ships.

EDUCATION

Lycée El Alia, Bizerte

Baccalaureate, 2027

SPOKEN

Arabic

native

English

B2

French

B1

Spanish

A2