



# Mustafa Sibai

Programmer

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## About

Games Lecturer and App, Game, and Engine Developer with a combined 13 years of experience. Shipped multiple game titles on a variety of platforms. Wrote multiple game engines and software in C++, C#, Unity, JavaScript, and more.

## Technical Skills

C#	8 yrs
C++	4 yrs
JavaScript	2 yrs
Java	2 yrs

## Experience

### Founder

Oct 19 - Present

Blue Monocle Software

- Started a game, animation, and App development studio.
- Developed and produced Apps and games in C++, C#, Unity, JavaScript, React, React Native, Node.js, and Gatsby.
- Recruited, and managed programmers, game designers, artists, and audio engineers to build multiple games for the studio.

### Games Lecturer

Jun 17 - Present

SAE Dubai

- Taught C++, C#, Unity3D, game design, game programming, AI, networking, 3D game math, Shaders, and project management.

### CTO

Apr 19 - Jul 19

Coded Minds

- Defined the company technology and hired a team to create the web-based / Android and IOS education platform.
- Recruited and lead a team in designing a STEM-based curriculum and created VR/AR-based tools and educational games.

### Lead Game Developer

Feb 18 - Aug 18

SRH Studios

- Recruited and lead a team of game programmers and artists to develop mobile games, VR and AR content using the Unity game engine for both IOS and Android.

### Network Engineer

Mar 17 - Jun 17

Digital Tree Software

- Designed and implemented server/client-based network code using the Unity game engine.

### Game Developer

Sep 12 - Oct 17

Vault 16 Software

- Designed, implemented, and published multiple games for various clients in C++ and C# on Android and IOS.

## Commercial Projects

### Beautify

Oct 19 - Present

JavaScript | React Native | Node.js • Apple Store | Google Play Store

- Ecommerce and booking app.

HTML / CSS	2 yrs
React / React Native	2 yrs
Gatsby	2 yrs
Node.js	2 yrs
REST API / GraphQL	2 yrs
Unity Engine	7 yrs
Unreal Engine	2 yrs
DirectX 11	2 yrs
OpenGL 4.5	2 yrs
AR Core / Vuforia	2 yrs
Vive VR	2 yrs
Photon Networking	2 yrs
Winsock 2	2 yrs
3D Game Math / Physics	5 yrs
University lecturer	3 yrs

## Motivate me!

Mar 20 - Apr 20

C# | Unity • [Apple Store](#) | [Google Play Store](#)

- Motivation app with cartoony characters.

## River Run

Jul 18 - Aug 18

C# | Unity • [Apple Store](#) | [Google Play Store](#)

- 3D endless boat runner game.

## Jump AR

Mar 18 - May 18

C# | Unity • [Apple Store](#) | [Google Play Store](#)

- 3D AR game with jump mechanics.

## Race Start 2

Feb 15 - Aug 15

C# | Unity | Photon Networking • [Apple Store](#) | [Google Play Store](#)

- A 2D singleplayer/multiplayer platformer game.

# Personal Engines

## Blue Flame Engine

Mar 16 - Present

C++ | OpenGL 4.5 | DirectX 11 | Windows | Linux | Android | Web • [GitHub](#)

- Developed an Entity/Component-based game engine that supports 2D and 3D rendering, Forward rendering, sprite batch rendering, Post-processing, Phong shading, point, spot, and directional light system, 3D math library, 2D physics engine, A\* pathfinding, networking, and a C++ scripting system.

## Vault Engine

Mar 14 - Apr 15

C# | XNA | Windows • [GitHub](#)

- Developed a 2D tile-based game engine which supports, frustum culling, multithreaded A\* pathfinding using a custom job system, networking with server/client based architecture using TCP and UDP protocol written in Winsocket2.

# Game Jam Projects

## D-I-Why? Armour Guy

Jan 20

C# | Unity • [Global Game Jam](#)

- Developed a repair themed game with a team of nine.

## Pounce Hug!

Jan 19

C# | Unity • [Global Game Jam](#)

- Developed a home themed game with a team of six.

## Neon Fever: The Game

Jan 18

C# | Unity • [Global Game Jam](#)

# Caved In

Jan 17

C# | Unity • [Global Game Jam](#)

- Developed a wave themed game in with a team of eight.