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
HTML / CSS	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.

Motivate me!
Mar 20 - Apr 20

C# | Unity • Apple Store | Google Play Store
- Motivation app with cartoony characters.

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

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 • Git
- 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
- Developed a transmission themed game with a team of six.

Caved In
Jan 17

C# | Unity • Global Game Jam
- Developed a wave themed game in with a team of eight.