



# Mustafa Sibai

Programmer

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## About

Full Stack Developer, Games Lecturer, App, Game, and Engine Developer with a combined 14 years of experience.

Shipped multiple apps, and game titles on a variety of platforms. Wrote multiple game engines and software in C++, C#, Unity, JavaScript, and more.

## 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.

### React Native Developer

Sep 20 - Dec 20

#### GTS Corporation

- Worked at Emaar PJSC to develop and add new features to the Reels Cinema App.

### CTO - Founding Partner

Oct 19 - Jan 21

#### Beautify

- Defined the company technology and hired a team to create a mobile-based booking and E-commerce platform on both Android and IOS.
- Managed the entire app development cycle from start to finish while also helping develop the application with the programming and designing team.

### 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.

# Technical Skills

C#	8 yrs
C++	4 yrs
JavaScript	3 yrs
Java	2 yrs
Swift	2 yrs
HTML / CSS	2 yrs
React / React Native	3 yrs
Vue.js	1 yrs
Flutter	1 yrs
Gatsby	2 yrs
Node.js / Express.js	3 yrs
REST API / GraphQL	3 yrs
MongoDB / SQL	2 yrs
Unity Engine	7 yrs
Unreal Engine	1 yrs
DirectX 11	2 yrs
OpenGL 4.5	2 yrs
AR Core / Vuforia	2 yrs
Vive VR	2 yrs
Firebase	3 yrs
Google Cloud	3 yrs
AWS	1 yrs
Photon Networking	4 yrs
Winsock 2	4 yrs
WebSocket	2 yrs
DevOps	1 yrs
Continuous Integration (CI)	2 yrs
Docker	2 yrs
Scrum Master	1 yrs
Android	5 yrs
IOS	3 yrs
Linux	3 yrs

## 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

## Reel Cinema App

Sep 20 - Dec 20

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

- Movie booking app

## Motivate me!

Mar 20 - Apr 20

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

- Motivation app with cartoony characters.

## Beautify

Oct 19 - Jan 21

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

- Ecommerce and booking app.

## 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

## Bugged Dungeon

Jan 21

C# | Unity • [Global Game Jam](#)

- Developed a Lost & Found themed game with a team of two.

## 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.