



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

React Native Developer

Sep 20 - Present

GTS Corporation

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

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.

Technical Skills

| | |
|------------|-------|
| C# | 8 yrs |
| C++ | 4 yrs |
| JavaScript | 3 yrs |
| Java | 2 yrs |
| HTML / CSS | 2 yrs |

| | |
|----------------------|-------|
| React / React Native | 3 yrs |
| Vue.js | 1 yrs |
| Gatsby | 2 yrs |
| Node.js | 2 yrs |
| REST API / GraphQL | 2 yrs |
| MongoDB / SQL | 1 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 |

| | |
|-------------------|-------|
| Photon Networking | 2 yrs |
| Winsock 2 | 2 yrs |

| | |
|------------------------|-------|
| 3D Game Math / Physics | 5 yrs |
| University lecturer | 3 yrs |

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.

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](#)

- 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.