

Salam Nabil Sibai

Computer Scientist

Game designer & developer



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Abu Dhabi – UAE

An award winning, passionate and highly motivated computer scientist with a strong foundation in game development, 3D voxel modeling, database design, software development, and character design and animation; I would add significant value to the position presented.

Education

September 2016	May 2019	Bachelor of Science in Computer Science. University of Sharjah. CGPA 3.27
September 2014	May 2016	Minor in Biotechnology, University of Sharjah
May 2014		High school Sciences Diploma, Al Bashair Private School, Abu Dhabi UAE. CGPA 90.9%

Experience

November 2020 • Present	Games & training simulations designer and developer at Abu Dhabi Police, Abu Dhabi, UAE.
July 2020 • October 2020	Programming and game development tutor at Tutor Doctor UAE.
July 2018 • September 2018	Project manager intern at Foniva Telekom, Istanbul, Turkey.
October 2017 • January 2018	Research Assistant at the University of Sharjah, Sharjah, UAE.
September 2017 • May 2018	Computer Science Society President at the University of Sharjah.
September 2016 • May 2019	Peer tutor. Courses taught: Programming 1 in C++, Data Structures in C++, and Database management systems.

Projects & Competitions

November 2021	Project manager and lead developer of "Adventures of Safety": a local multiplayer turn based mobile game available on Google Play & the App Store.
November 2019	2 nd place winner of the "Call for Content" Competition Games Category held during ON.DXB Festival. Project: Corners.
June 2019	Winner of IGN Middle East Game Jam. Project: Rashood in the Hood.
March 2019	2 nd place winner of Sharjah Government Media Bureau 'Tomorrow's Sharjah.. How do you see it' Game Development Competition. Project: "Journey to Mars".
December 2018	Senior Design Project: "CounterClockwise", A VR Adventure puzzle game that uses time manipulation as a main game mechanic.
August 2018	RFID Attendance and Payment Automated System for Pre and Middle Schools Using Foniva Telekom Bulk SMS Service.
February 2018	First place winner at AT EDUCOM Assistive Application Design Competition 2018. Project: Da Ri, A snake game for visually impaired individuals.
October 2017	Research assistant in the project: Motion based serious game for physically disabled individuals.

Programming Languages

C++	●●●●○
C#	●●●●○
Java	●●●○○
SQL	●●●○○
HTML	●●●○○
CSS	●●●○○
JScript	●●●○○

Software and Frameworks

Unity	●●●●○
UE4	●●●●○
MagicaVoxel	●●●●○
3DS MAX	●●●○○
ASP.NET	●●●○○
Office	●●●●●
MySQL Workbench	●●●○○

Skills

- Public Speaking
- Technical Writing
- Creativity
- Teaching
- Leadership
- Fluent in both Arabic and English
- Time Management
- Problem Solving
- Voice over & Voice acting

Volunteering

- Mubadala World Tennis Championship (2013, 2015, 2016, 2018, 2019).
- HTC CyberWeek Abu Dhabi 2019
- Abu Dhabi Film Festival (2012).
- National Geographic Battle the Bottle (2011).