Mustafa Sibai

Software Engineer

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About

Full Stack Developer, Games Lecturer, App, Game, and Engine Developer with a total of 12 years of experience.

Shipped multiple mobile apps, and game titles on a variety of platforms. Wrote multiple game engines and softwares in C++, C#, JavaScript, TypeScript, Python, 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.

Games Lecturer   Jun 17 – Present

SAE Institute Dubai

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

Lead Game Developer   Feb 22 – Present

Couch Heroes

- Working on an unannounced game using Unreal Engine 4

Senior React Native Developer   Jun 21 – Jan 22

Alshaya Group

- Optimize the performance of Victoria Secret app
- Developed the underlying architecture of Victoria Secret, H&M, FootLocker, Mothercare, Boots, Bath & Body Works, and American Eagle apps using TypeScript and React Native

React Native Developer   Sep 20 – Nov 20

Emaar Entertainment LLC

- 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.

Education

Essex University Online
MSc Computer Science
2022 - 2024

Emirates Aviation University
HND Computer Science
2010 - 2012

Emirates Aviation University
NC Aerospace Engineering
2009 - 2010

Technical Skills

Game Development	10 yrs
Frondend Development	5 yrs
Backend Development	4 yrs
Engine Development	4 yrs
Web Development	2 yrs
Native Mobile Development	1 yrs
OS Development	1 yrs

C#	10 yrs
C++	6 yrs
JavaScript	5 yrs
TypeScript	3 yrs
Python	2 yrs
Java	2 yrs
HTML / CSS	2 yrs
Swift	1 yrs
Dart	1 yrs
x86 Assembly	1 yrs
Shell Script	1 yrs

React / React Native	5 yrs
Gatsby	2 yrs
Vue.js	1 yrs
Flutter	1 yrs

Node.js / Express.js	4 yrs
REST API / GraphQL	4 yrs
MongoDB / SQL	3 yrs
Redux / Redux-Saga	3 yrs
Django / Flask	1 yrs

Unity Engine	8 yrs
Unreal Engine	1 yrs
Godot	1 yrs

DirectX 11	2 yrs
OpenGL 4.5	2 yrs
Vulkan	1 yrs

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

Victoria Secret
Jun 21 - Jan 22

TypeScript | React Native • Apple Store | Google Play Store

H&M
Jun 21 - Jan 22

TypeScript | React Native • Apple Store | Google Play Store

FootLocker
Jun 21 - Jan 22

TypeScript | React Native • Apple Store | Google Play Store

American Eagle
Jun 21 - Jan 22

TypeScript | React Native • Apple Store | Google Play Store

Bugged Dungeon
Jan 21 - Feb 22

C# | Unity • Steam | Apple Store | Google Play Store

- 3D puzzle dungeon game.

Reel Cinema App
Sep 20 - Nov 20

JavaScript | React Native • Apple Store | Google Play Store

- Movie booking app.

BlackSky
Jul 20 - April 22

C# | Unity • Steam | Apple Store | Google Play Store

- 3D space match match action game.

River Run
Jul 18 - Aug 18

C# | Unity • Apple Store | Google Play Store

- 3D endless boat runner game.

WinSock 2	5 yrs
WebSocket	4 yrs
Photon Networking	3 yrs
Google Cloud	4 yrs
Microsoft Azure	2 yrs
Firebase	2 yrs
AWS	1 yrs
Git	5 yrs
DevOps	2 yrs
Continuous Integration (CI)	2 yrs
Docker	2 yrs
Kubernetes	2 yrs
Scrum Master	1 yrs
Windows	5 yrs
macOS	5 yrs
Android	5 yrs
IOS	4 yrs
Linux	4 yrs

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 – Mar 18

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

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.