

# Hadi Zeinaldeen

Game Developer | Software Engineer

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## SUMMARY

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- Passionate Game Developer with a Web-Development & Cyber Security Background

## SKILLS

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### Game Development

Unity, C#, Multiplayer, SocketIO, HTML5, JavaScript, AR, AR Foundation, Mobile, Fish-net, PlayFab, git

### Back-End Web Development

PHP, Laravel, NodeJS, ExpressJS, SocketIO, Linux

## WORK EXPERIENCE

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### Consultant

Nov 2025 - Present

Cheat Mode LLC

### Senior Unity Developer

Mar 2024 - Oct 2025

Supono Holdings

- Work on large scale MMO mobile games (Unity, C#, Fish-net, HTTP requests, Webhooks)
- Optimize large scale games for older mobile devices (Unity, C#, Adressables, Asset bundles)
- Write maintainable code for projects with long term support (MVVM, R3, UniRx, Assembly Definitions)

### Game Developer

Apr 2022 - Feb 2024

Solid Bash

- Worked on large-scale multiplayer, casual mobile games. Using Playfab + Azure for backend services (Unity, C#, Multiplayer, Playfab)
- Implemented In-game login systems supporting: Device ID / Custom / Facebook / Apple ID / Google Account Logins. (Unity, C#, Multiplayer, Playfab)
- Handled integration for multiple SDKs Including: Helpshift, Appsflyer, Facebook, Google, Apple SDKs (Unity, C#, Multiplayer, Playfab, Helpshift, Login, Analytics)
- Implemented Appsflyer + Firebase Game Analytics (Unity, C#, Mobile, Analytics)
- Used Fish-net to create a real-time server authoritative multiplayer game using client-side prediction. (Unity, C#, Multiplayer, Real-time, Fish-net)

### Game Developer

Apr 2021 - Mar 2022

Groovy Antoid

- Developed dozens of hyper-casual game prototypes (Unity, C#, Mobile)
- Developed and released multiple HTML5/JavaScript Games (HTML5, JavaScript, Web, Mobile)
- Worked on multiple indie game projects (Unity, C#, Desktop, Mobile)

- Worked with important hyper casual publishers such as Voodoo & Kwalee (Unity, C#, Mobile)
- Implemented & optimized liquid physics on mobile devices (Unity, C#, Obi-Fluid, Mobile, Optimization, Performance)
- Created a custom active-ragdoll solution (Unity, C#, Mobile, Performance, Optimization, Physics, Active Ragdolls)
- Worked with multiple analytics SDKs (Facebook SDK/ TinySauce SDK/ Game Analytics SDK) (Unity, C#, SDKs, Facebook SDK, Game Analytics SDK, Tiny Sauce SDK)
- Created a system that supports over 1000 enemies in game concurrently with each having its own complex behavior (Unity, C#, AI, Optimization, Batching, Pooling)
- Created a versatile state machine implementation to facilitate implementing complex AI behavior (Unity, C#, AI, State Machines)

### **Backend Web Developer**

Jan 2020 - Mar 2021

Lebanese University

#### Mid-Level Laravel Developer

- Developed and deployed multiple websites used by thousands of students simultaneously (Back-end, PHP, Laravel)
- Managed multiple websites & projects used for internal management (PHP, Laravel, Back-end, Networking, System Administration, Linux)
- Handled Arabic localization for websites (JavaScript, CSS, HTML, BootStrap)

### **Game Developer**

Mar 2020 - Feb 2021

E-Concepts

#### Mid-Level Unity Developer

- Created Augmented Reality based Virtual Assistants (Unity, C#, AR, Augmented Reality, AI)
- Implemented IBM Watson API into AR apps built in Unity (Unity, C#, AR, Augmented Reality, AI, IBM Watson SDK)
- Developed educational virtual experiences (Unity, C#, AR, Augmented Reality)

### **Game Developer**

Jan 2019 - Jan 2020

Freelance

- (Unity, C#, AR, Augmented Reality, Multiplayer, SocketIO)

## **EDUCATION**

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### **B.S. in Computer Science**

Mar 2017 - Mar 2020

Lebanese University

## **TRAININGS AND CERTIFICATIONS**

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### **Huawei HCIA AI Certification**

2021

## AWARDS AND ACCOLADES

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<b>Google Hashcode 1st regionally &amp; 589th globally</b>	2021
<b>ACPC 2020 50th place</b>	2020
<b>Huawei SFTF 2020 1st Place</b>	2020
<b>LCPC 2020 5th Place</b>	2020
<b>LCPC 2019 7th Place</b>	2019
<b>Facebook Hall of Fame</b>	2019

## SIDE PROJECTS

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<b>Project Euler Solutions</b>	2021
<a href="https://github.com/HDZD/Project-Euler-Solutions">https://github.com/HDZD/Project-Euler-Solutions</a>	
Solutions to some project Euler problems I have solved. (Competitive Programming, C++, Algorithms, Data Structures)	
<b>Katayatris</b>	2021
<a href="https://github.com/HDZD/Katayatris">https://github.com/HDZD/Katayatris</a>	
A simple Tetris game written from scratch in JavaScript using the canvas (JavaScript, HTML5, Canvas, Web, Mobile)	
<b>GISTS</b>	2021
<a href="https://gist.github.com/HDZD">https://gist.github.com/HDZD</a>	
A collection of GISTS I have made to make life easier (Unity, C#, Mono, Pooling, Data Structures, Optimization)	
<b>Mouse Dissection AR</b>	2021
<a href="https://play.google.com/store/apps/details?id=com.HDZD.MouseDissection">https://play.google.com/store/apps/details?id=com.HDZD.MouseDissection</a>	
An educational experience that allows students to learn about the biology of mice through the power of Augmented Reality (Unity, C#, AR, AR Foundation)	
<b>Solvable</b>	2020
<a href="https://github.com/HDZD/solvable">https://github.com/HDZD/solvable</a>	
Solvable is a real-time collaborative platform designed to help run through lots of solutions for a certain problem.	
Solvable allows you to create workshops which you can invite users to, where each user can submit a solution and rate other user's solutions, leading the best most innovative solutions to receive the highest rating. (Laravel, PHP, Back-end, mysql)	
<b>Fake-Auth-MAC-Flooding</b>	2019
<a href="https://github.com/HDZD/Fake-Auth-MAC-Flooding">https://github.com/HDZD/Fake-Auth-MAC-Flooding</a>	
A Denial Of Service attack targeting wifi networks through flooding the wifi network with authentication requests using fake mac addresses (Cyber Security, Networking, Denial Of Service, Shell, Scripting)	