

Hadi Zeinaldeen

Game Developer | Software Engineer

hadizein66@gmail.com

SUMMARY

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

SKILLS

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

Technical Team Lead

Jan 2026 - Present

Ethrocore

Consultant

Nov 2025 - Feb 2026

Cheat Mode LLC

- Design & Implement User friendly UI for complex physical systems (Unity, C#)
- Architect & optimize existing architecture for multi-component hardware that need to communicate & align (Unity, C#, Arduino, Python)

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 it's 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

B.S. in Computer Science

Mar 2017 - Mar 2020

Lebanese University

TRAININGS AND CERTIFICATIONS

| | |
|-------------------------------------|------|
| Huawei HCIA AI Certification | 2021 |
| Huawei Seeds For The Future | 2020 |

AWARDS AND ACCOLADES

| | |
|--|------|
| Google Hashcode 1st regionally & 589th globally | 2021 |
| ACPC 2020 50th place | 2020 |
| Huawei SFTF 2020 1st Place | 2020 |
| LCPC 2020 5th Place | 2020 |
| LCPC 2019 7th Place | 2019 |
| Facebook Hall of Fame | 2019 |

SIDE PROJECTS

| | |
|--------------------------------|------|
| Project Euler Solutions | 2021 |
|--------------------------------|------|

<https://github.com/HDZD/Project-Euler-Solutions>

Solutions to some project Euler problems I have solved. (Competitive Programming, C++, Algorithms, Data Structures)

| | |
|-------------------|------|
| Katayatris | 2021 |
|-------------------|------|

<https://github.com/HDZD/Katayatris>

A simple Tetris game written from scratch in JavaScript using the canvas (JavaScript, HTML5, Canvas, Web, Mobile)

| | |
|--------------|------|
| GISTS | 2021 |
|--------------|------|

<https://gist.github.com/HDZD>

A collection of GISTS I have made to make life easier (Unity, C#, Mono, Pooling, Data Structures, Optimization)

| | |
|----------------------------|------|
| Mouse Dissection AR | 2021 |
|----------------------------|------|

<https://play.google.com/store/apps/details?id=com.HDZD.MouseDissection>

An educational experience that allows students to learn about the biology of mice through the power of Augmented Reality (Unity, C#, AR, AR Foundation)

| | |
|-----------------|------|
| Solvable | 2020 |
|-----------------|------|

<https://github.com/HDZD/solvable>

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)

Fake-Auth-MAC-Flooding

2019

<https://github.com/HDZD/Fake-Auth-MAC-Flooding>

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)