Hadi Zeinaldeen

Game Developer | Software Engineer

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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

Senior Unity Developer   Mar 2024 - Present

Supono Holdings

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.MouseDisection
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)