

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

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 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

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)	