

ABDULHAI MOUBARAK

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SUMMARY

Senior Unity Developer and Software Engineer with 8+ years of experience building and shipping mobile, web, and desktop games. Experienced in Unity, C#, backend integration, gameplay systems, UI/UX, and live-service features. Proven track record of delivering production-ready games while collaborating with remote cross-functional teams in Agile environments.

SKILLS & ABILITIES

- **Game Development:** Unity, C#, gameplay systems, UI/UX, mobile development (Android/iOS), optimization, live-service games.
- **Programming:** C#, PHP (Laravel), Java, JavaScript, SQL, Node.js (basic), Flutter (basic).
- **Backend & Online Services:** REST APIs, PlayFab, custom backend integration, authentication, cloud saves, leaderboards, Google Play Games, Apple Game Center.
- **DevOps & Tools:** Git, Plastic SCM, Azure DevOps, Addressables, Agile/Scrum.
- **Databases:** MySQL, PostgreSQL.
- **Design & 3D:** Blender, Substance Painter, Photoshop, Illustrator, After Effects, Figma.

EXPERIENCE

Senior Unity Developer at Dim Sum Games (Singapore - Remote)

June 2025 – Aug 2026

- Developed gameplay systems, UI, and live-service features for Tiny Tactics Go and Dim Sum Queens using Unity and C#.
- Built gameplay features including progression, FTUE, procedural level generation, customization, and reward systems.
- Integrated Unity with custom backend services for authentication, player progression, matchmaking, and cloud data.
- Developed live-service features including battle pass, leaderboards, hero customization, and player profiles.
- Refactored core systems to improve scalability, maintainability, and performance across Android and iOS.
- Collaborated with designers, artists, backend engineers, and QA in an Agile development environment.

Founder & Game Developer at PixelBiteLabs

Sep 2023 – Present

- Founded an independent game studio and developed cross-platform games using Unity and C#.
 - Designed, developed, and published **Harvest Valley** and **FitEmAll** for iOS and Android.
 - Implemented gameplay systems, UI/UX, progression, save systems, and content pipelines.
 - Integrated PlayFab, cloud saves, authentication, leaderboards, and platform services.
 - Managed the full development lifecycle from design and programming to publishing and live updates.
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Game Developer at KAP Games (United States - Remote)

Aug 2024 – Jan 2026

- Developed gameplay systems and responsive UI for Captain & Company and its Companion App.
 - Integrated gameplay features with backend APIs and online services.
 - Collaborated with multidisciplinary teams to deliver production-ready features.
 - Optimized gameplay performance and resolved complex cross-platform issues.
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Product Manager & Developer at Popside Games (Cyprus - Remote)

Sep 2020 – July 2023

- Led the development of multiple game projects from concept to release.
 - Managed cross-functional teams using Agile methodologies.
 - Contributed to gameplay programming, UI implementation, and production planning.
 - Analyzed player retention and engagement metrics to guide feature improvements.
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Game Developer & Designer at PipeFlare (United States - Remote)

Dec 2021 – May 2022

- Designed core mechanics and level progression for browser-based games.
- Implemented gameplay logic and integrated art assets to deliver seamless browser-based gameplay.
- Tested and debugged new features, improving stability and performance

EDUCATION

Bachelor of Computer Science (Software Engineering)
City University of Malaysia
2020 - 2025

- Developed a 3D Room Designer mobile app for android and IOS using Unity, enabling users to design and customize virtual spaces with a user-friendly interface.
- Achieved 1st place for this project in Project 2 competition.

CERTIFICATIONS

- **IELTS** (International English Language Testing System)
- **Google** - Foundations of User Experience (UX) Design
- **University of Colorado System** - Introduction to C# Programming and Unity

VOLUNTEER EXPERIENCE

Game Development Tutor at Wikilogia,
April 2018 – Aleppo, Syria
Taught game development and supervised a team that won an award at the Wikilogia closing event.

LANGUAGES

English (Fluent), Arabic (Native)