

# MOHAMED MUSTHAFA

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Abu Dhabi, UAE

## PROFESSIONAL SUMMARY

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Unity Game Developer with 4+ years of hands-on experience building and shipping complete 2D and 3D games for mobile and PC platforms. Strong background in gameplay systems, UI, optimization, and multiplayer fundamentals including Netcode for GameObjects, Lobby, Relay, and LiteNetLib. Proven ability to take projects from prototype to release with clean code, performance focus, and player-centric design. Experience with server-authoritative architecture and backend development.

## TECHNICAL SKILLS

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**Game Engine:** Unity (2D & 3D)

**Programming:** C#, OOP, SOLID Principles, Data Structures & Algorithms, .NET

**Multiplayer:** Netcode for GameObjects (NGO), Unity Lobby & Relay, LiteNetLib (Authoritative Server)

**Gameplay Systems:** Player Controllers, AI Basics, Combat Systems, UI, Progression Systems

**Graphics & Rendering:** Built-in Render Pipeline, Cel Shading, Toon Rendering, Real-Time Lighting

**Backend & Services:** .NET Backend Development, Firebase (Authentication, Realtime Database), REST API, DigitalOcean

**Tools & Platforms:** Git, GitHub, Visual Studio, Android, PC, AdMob Integration

## PROFESSIONAL EXPERIENCE

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### Unity Game Developer (Freelance / Indie)

2021 – Present

*Dream Dog Games*

UAE

- Designed and developed multiple complete Unity games from concept to release for mobile and PC platforms
- Implemented core gameplay systems including player movement, combat mechanics, AI behaviors, UI frameworks, and progression systems with clean, maintainable code following SOLID principles
- Built server-authoritative multiplayer games using LiteNetLib with .NET backend hosted on DigitalOcean, implementing real-time matchmaking, user authentication, and leaderboard systems
- Developed multiplayer features using Unity Netcode for GameObjects with Lobby and Relay services for real-time synchronization
- Implemented stylized rendering techniques including cel shading and toon-style graphics for distinctive visual presentation
- Optimized gameplay performance through profiling and memory management, achieving stable 60 FPS on mid-range Android devices
- Published games to Google Play under indie label and iterated based on player feedback and analytics

### Sales Associate / Store Operations

2022 – 2025

*Retail*

UAE

- Managed inventory handling and daily sales operations in a fast-paced retail environment
- Demonstrated strong work ethic, discipline, and time management while self-studying game development alongside full-time work

## KEY PROJECTS

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### Math Duel 1v1 | Unity, C#, LiteNetLib, .NET Backend, DigitalOcean

2025

- Built fully server-authoritative multiplayer game where players compete solving math problems in real-time PvP matches
- Developed custom .NET backend hosted on DigitalOcean handling user authentication (username/password), real-time matchmaking, and persistent player data (rank, wins, stats)
- Implemented leaderboard system with top players ranking and individual player statistics storage using server-side database
- Architected client-server communication using LiteNetLib for low-latency networking and secure game state validation

### Multiplayer Snakes & Ladders | Unity, C#, Netcode for GameObjects, Lobby, Relay

2024

- Developed online multiplayer board game with lobby creation, turn-based synchronization, dice mechanics, and timeout handling
- Implemented Player vs Player and Player vs AI modes with client-server architecture

- Project Rover** | *Unity, Built-in Render Pipeline, Cel Shading* 2024
- Created stylized 3D rover scene showcasing cel shading using Stylized Cel Shader with toon rendering and real-time lighting
- Room 03** | *Unity, C#, 3D FPS Horror* 2023
- Developed enemy AI, event-based sequences, and interactive objects with focus on atmosphere and audio integration
- Ant Adventures** | *Unity, 2D Puzzle, Google Play* 2023
- Built 2D puzzle game with drag-and-drop mechanics, progression systems, and AdMob integration; optimized for mobile
- Additional:** Lost Man Island (FPS), Dark City Defender (2D Shooter), Outlaw Hunter (2D Platformer)

## EDUCATION

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**Bachelor of Computer Science (Coursework Completed)** 2019 – 2021  
*Saraboji College, Thanjavur*

## LANGUAGES

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English (Fluent), Tamil (Professional), Malayalam (Basic), Hindi (Basic), Arabic (Basic)