

Sulaiman Abdul-Khabir

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Skills

Languages: C#, C, C++, Objective-C, Java, JavaScript, x86Assembly, Lua, Swift, SQL, Python, ShaderLab

API and Libraries: Win32, SDL, OpenAL, OpenGL, PlayFab, Dialogue System (Unity3D)

Tools: Unity3D, Visual Studio Code, Xcode, Git, SVN, Perforce

Professional Experience

Senior Engineer, Dorian Inc. 2022 – 2023

- Performed optimization, debugging, and profiling support for Unity3D apps to reduce crashes and DNR
- Supported live-op to enhance DAU and promote new products

Engineering Lead, Nix Hydra Games 2015 – 2022

Shipped Titles: Egg!, The Arcana, FictIf (on mobile platforms)

- Implemented mini-games to improve retention, engagement rates, and monetization opportunities
- Created multiple tools to allow designers and writers to produce and publish content efficiently
- Designed and implemented Unity3D asset bundle features allowing OTA updates and dynamic content
- Wrote live-op features (MotD, News, Mail) allowing for increased player engagement
- Maintained and expanded a custom scripting language allowing for rapid content creation by writers
- Wrote native Java and Objective-C plugins enabling operability with native services
- Profiled and optimized resource usage in Unity3D to allow for smoother user experience on mobile devices

Associate Programmer, Playdek Inc. 2012 – 2015

Shipped Titles: Summoner Wars, Agricola, Fluxx, Penny Arcade, Lords of Waterdeep (on mobile platforms)

- Implemented a CCG deck editor enabling players to customize decks and extend playtime
- Extended an IAP system to allow for multiple DLC and additional monetization
- Implemented and expanded localization system for easier usage by external and internal teams
- Updated streaming audio technology for android platforms to allow uninterrupted looping audio
- Updated and optimized existing engine technology to efficiently run on mobile devices

Contract Programmer, Wayforward Technologies Inc. 2007 – 2010

Shipped Titles: Galactic Taz Ball, Where the Wild Things Are, Space Chimps (on Nintendo DS)

- Collaborated with designers to implement multiple game-play platforms enabling challenging gameplay
- Implemented AI and movement for different end-stage bosses enabling meaningful player engagement
- Created front-end menus, inventories, and level select screens enabling smooth navigation
- Tracked and helped debug extraneous VRAM and CPU usage enabling a more efficient game

Education

California State University San Bernardino – Bachelor of Science in Computer Science 2003

Victor Valley College – Associate of Science in Computer Information Systems 2000