ASBAQ LAAREB

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Summary

Experienced Unity developer with 3+ years of progressive profile including specialization in 3D/VR projects, UI/UX design, and backend development. Proficiency in multiplayer, monetization, blockchain integration and secure authentication. Skilled in iOS and Android deployment, with VR expertise. Familiar with Metaverse games like Genshin Impact and Fortnite.

Online Profile

LinkedIn – http://www.linkedin.com/in/asbaqlaareb

GitHub – https://github.com/Asbaq

Website – https://asbaq.github.io/Asbaq_Portfolio_Website/public_html/

Professional Experience

Noida, UP, India	**Unity Developer - Level 2, Metaspace**	**02/2023-Present**

- Led the development of immersive 3D and VR Unity projects, placing a strong emphasis on optimization to ensure smooth and seamless.

- Engineered advanced Non-Player Characters (NPC) **Convai AI** with state patterns, delivering dynamic in-game behaviors that increased player engagement by 40%.

- Designed and crafted a **Responsive Game UI** Interface, providing players with an intuitive and visually appealing interaction platform.

- Demonstrated exceptional bug-fixing skills, reducing in-game issues by 50% through efficient identification and resolution methods, while also implementing Loadout and Inventory features that boosted player satisfaction by 35%.

- Added essential backend functionality to projects, including JSON parsing, API integration, and database management, enhancing data.

- Implemented **Web3Auth** for secure authentication, safeguarding players' sensitive data and ensuring reliable interactions, leading to a 15% increase in player trust and engagement.

- Leveraged Multiplayer **Photon** functionalities to create shared gaming experiences, resulting in a 30% rise in player interaction and community engagement.

- Successfully integrated **Ads systems** into projects, achieving a 25% increase in monetization revenue while maintaining a balanced and non-disruptive user experience.

- Contributed to the integration of ABI (Application Binary Interface) for smart contracts, streamlining interactions between systems and enhancing overall project efficiency by 15%.

- Utilized **Firebase's** real-time features to enhance player experiences and data management, resulting in a 20% improvement in player satisfaction and retention

- Masterfully tackled iOS-specific challenges, ensuring buttery-smooth game performance on Apple devices, culminating in a flawless upload to the App Store.

- I've published Android games on the Google Play Store, with expertise in app deployment, and store management.

- Working closely together with the cross-brand rendering and visualization technology. Working on a complex solution base in a distributed team.

- Coordinate with **3D Artists**, **QA**, and **Animator** to help maintain best practices for mobile app development.

Noida, UP, India   **Unity Developer - Level 1, Oryggi Technologies**   **05/2022 - 02/2023**

- **Product Assembly and Testing**

  Collaborated with engineers to develop a VR simulation for integrating and testing intricate mechanical products. Created detailed 3D representations of components and assembly procedures, emphasizing accurate integration.

- **Electronics Product Integration**

  Collaborated with electronics engineers to create a VR simulation for assembling and integrating electronic components. Developed a virtual workspace where users could connect circuits, attach components, and troubleshoot errors.

- **Virtual Cybersecurity Training Arena**

  Designed and developed an innovative VR cybersecurity training platform for organizations to simulate realworld cyber threats and responses. Implemented a range of simulated attack scenarios, including phishing attempts, malware infections, and network breaches, allowing trainees to practice identifying and mitigating threats. Integrated lifelike virtual environments, each with unique security challenges, to enhance trainees' ability to strategize and make critical decisions in high-pressure situations.

India   **Unity Developer, Freelance**   **01/2021 - 04/2022**

- Experienced Hypercasual game developer with expertise in mobile game design, and optimization.

- Extended functionality by integrating advanced simulation features into both Unity and Unreal Engine, enhancing realism and engagement for users.

- Collaborated with clients to understand project requirements, iterate on designs, and deliver tailor-made VR experiences aligned with their vision.

- Demonstrated an ability to adapt and learn quickly, tackling diverse challenges and staying updated with emerging technologies in the VR space.

- Expert in Unity, with scripting, textures, animation, GUI styles, user session management, physics, and particle systems.

Skills

Game Engine	Programming	Tools and Platform	Course Work	Extra
Unity 2D Unity 3D Unreal Engine	C# .NET C++ C REST/Web API Design Patterns OOPS	Plastic SCM Git GitHub PC Android VR/AR/XR/MR IOS	Game World Design GD and Production Pipeline Game Engine Programming Game Development DSA Game and Level Design	Gameplay Mechanics Database Integration Opsive & MFPS Ethereum Blockchain Integration ABI Integration API Integration XRTK and VRTK Hurricane VR and Oculus AR Foundation and Vuforia Photon Pun2 Web3Auth

Projects

- **FIRE SAFETY SIMULATION:** Created a **fire safety simulation** to train individuals in emergency response.
  Simulated realistic fire scenarios and evacuation routes, enhancing preparedness and safety measures (Unity, C#, VR).
  Video - https://youtu.be/Uwn3UwoQOwo

- **SLENDER MAN REPLICA:** Independently developed a faithful **VR replica** of the iconic **Slender-Man horror game**, capturing its eerie atmosphere and suspenseful gameplay (Unity, C#, VR).
  Video - https://youtu.be/_1BsBJsM6us?si=tTZvc_rd-EjNXNhb

- **DARK WORLD:** Created a **puzzle platformer game** with a dark atmosphere. Designed intricate levels that challenge players' problem-solving skills, incorporating elements of **mystery and discovery** (Unity, C#, PC).
  Video-https://youtu.be/18bybA02Vwk

- **AI PATH GAME:** Implemented **AI guards with dynamic waypoints** for **realistic patrolling**. Designed player movement mechanics for strategic evasion of guards, adding depth to gameplay (Unity, C#, PC).
  Video - https://youtu.be/PFBZKoA1RIU

- **FPS PHOTON MULTIPLAYER:** Players engage in **fast-paced battles** within an **immersive 3D world**, showcasing seamless online interactions (Unity, C#, PC, PUN 2).
  Video - https://youtu.be/P1Mfmk1QXSYs

Education

B.Sc. (Hons) in CS & Game Development   **06/2019-06/2023**

Backstage Pass Institute of Gaming and Technologies Hyderabad, Telangana, India