Asbaq Laareb

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About Me

I am a quick learner, knowledgeable, and detail-oriented Game Programmer eager to work in fast-paced and deadline-driven environments. I've got a knack for games and their mechanics.

Education

Bachelor of Science
Backstage Pass Institute of Gaming and Technology,Hyderabad
2019-2023

Skills

C++(Proficiency Language)

C / Java (Programming Language)

Unity | C#

Mern Full Stack Dapps Ethereum Blockchain Developer | Solidity

AI Apps | Python

Academic Projects

Dungeon-Escape

- 2D Side Scrolling Platformer Game.
- Players want to Escape the Fort by overcoming obstacles and by killing Enemies.
- Level Designing, Scene Management, Raycasting, HealthBar UI, PLayer Scripts, Checkpoints, patrolling.

Click Here

Hyper Casual Game

- Simple and Instant Gameplay.
- Players want to create more Scores by falling on the right platform.
- 2D, Spawning, Audio, Animation, Player Movement Scripts, Materials.

Click Here

Snake Game

- 3D Top-Down Game.
- Players want to Collect the fruit without getting died by eating a bomb or hitting a wall.
- 3D, Collison, UI, Scene Management, Textures, Shaders, Physics.

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