Asbaq Laareb

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Github

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Portfolio

Summary:

Innovative VR Developer with a passion for creating immersive and interactive virtual experiences. With 1.5+ years of hands-on experience in designing, developing, and optimizing VR applications, I possess a deep understanding of both the technical and creative aspects of virtual reality. Proficient in a wide range of VR development tools, programming languages, and platforms, I thrive on pushing the boundaries of technology to craft captivating and impactful virtual worlds—a collaborative team player with a track record of delivering high-quality VR solutions that engage and astonish users.

Skills:

- Game Engines : Unreal, Unity.
- Unreal Engine : Blueprints, C++, Materials, Lighting, Animation, Unreal Motion Graphics.
- Unity : C#, Materials, Lighting, Animation, UI
- VR : Hurricane VR, Multiplayer kit for HVR, Auto Hand, Oculus SDK, VRTK
- Game Design : Level design, Gameplay mechanics, UI/UX.
- Programming Languages : C++, C# (Intermediate), Java, Python, Solidity, Web.js, HTML, CSS, JavaScript, MERN Stack.
- Optimization : Environment, Lighting, Ambient Occlusion, Occlusion Culling, Low Poly Model.
- Physics : IK, Joints, Articulations, Ragdoll.
- Animation : Mecanim, State Machine, Transition, Animator.
- 3D Work : Fbx File, Meshes, Materials, Textures, URP, HDRP.
- Fx : Shader Graphs, Particle System.
- Tools : GIT, Plastic SCM, GitHub, VS Code Metamask, Truffle/Hardhat, IPFS, Ganache.
- Programming Design Patterns : Singleton, Observer, State, and Object Pool.
- Code : Events & Delegates, Addressable Remote.
- Platform : WebGL, PC, Android, VR
- Extra : PlayerPerfs, Cinemachine, Character Controller - Opsive, Terrain, New Input System, Video Player, Mini-Map.
- Integration : Admob, Unity Ads, Firebase, Playfab, PUN, Web3Auth, Cloud - aws, ms azure Database - MongoDB, MySQL, Postgresql, Oracle, Firestore.

Coursework:

- Data Structures & Algorithms
- Game Design and Production Pipeline
- Game Engine Programming
- Design and Analysis of Algorithms
- Object-Oriented Programming
- Operating System
- Game World Design
- Computer Networks
- Computer Graphics
- Database Management System

Education:

Backstage Pass Institute of Gaming and Technology, Hyderabad

Bachelor of Science (Hons) in Game Development **(2019 - 2023)**

- The comprehensive program focused on game development, covering both theoretical and practical aspects of creating interactive experiences.
- Gained in-depth knowledge of game design principles, programming languages, graphics, and mechanics.
- Participated in various hands-on projects that enhanced problem-solving skills and collaboration within interdisciplinary teams.
- Engaged in coursework involving data structures, algorithms, game engine programming, and UI/UX design for games.

Agra Public School | CBSE

- Class XII, *Year of Completion: 2019*
- Class X, *Year of Completion: 2017*
- Successfully completed the CBSE curriculum with a strong academic foundation.
- Demonstrated proficiency in subjects such as mathematics, science, and computer science, providing a solid basis for higher education.

Experience:

Oryggi Technologies Private Limited

VR Developer **(May 2022- Jan 2023)**

1. 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.
- Incorporated simulated testing environments to verify proper component integration and functionality.

2. 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.
- Incorporated real-time feedback on correct and incorrect assembly steps, fostering a learning-by-doing approach.

3. Virtual Cybersecurity Training Arena

- Designed and developed an innovative VR cybersecurity training platform for organizations to simulate real-world 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.

Metaspace Technologies Private Limited

VR Developer **(Feb 2022 - Present)**

- Led the development of immersive 3D and VR Unity projects, placing a strong emphasis on optimization to ensure smooth and seamless player experiences.
- Implemented sophisticated Non-Player Characters (NPC) utilizing state patterns, resulting in realistic and dynamic in-game behaviours that enhanced overall gameplay engagement.
- Designed and crafted a user-friendly Game UI Interface, providing players with an intuitive and visually appealing interaction platform that contributed to elevated user satisfaction.
- Demonstrated adept bug-fixing skills, effectively identifying and resolving in-game issues, and executing loadout tasks to optimize gameplay performance.
- Added essential backend functionality to projects, including JSON parsing, API integration, and database management, enhancing data flow and communication within the games.
- Integrated Web3Auth for secure authentication, ensuring players' sensitive data remained protected and their interactions were reliable and secure.
- Implemented multiplayer functionalities to create shared gaming experiences, leveraging networking techniques to facilitate seamless player interaction across different devices.
- Successfully integrated ads systems into projects, enhancing monetization strategies while maintaining a balanced and non-disruptive user experience.
- Contributed to the integration of ABI (Application Binary Interface) for smart contracts, enabling efficient interaction between blockchain-based features and the game environment.

Freelance **(Nov 2021 - Present)**

- Spearheaded the creation of captivating 3D and VR projects using Unity, ensuring a seamless user experience and visual appeal.
- Leveraged a keen focus on optimization to enhance performance and ensure smooth interactions in VR environments.
- 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.
- Innovated VR gameplay mechanics, implementing immersive interactions and enhancing user engagement through dynamic simulations.

Projects:

- **Grabbable**: (Apk)
  - Leveraged the Grabbable XR Toolkit's physics-based interactions to create lifelike responses when users interact with objects.
  - Configured object mass, friction, and collision properties to simulate realistic tactile feedback and enhance user immersion.

- **Xr-Interaction** : (Apk)
  - Utilized the Grabbable XR Toolkit to implement intuitive and realistic object grabbing and manipulation mechanics in virtual reality environments.
  - Designed and integrated custom grabbable scripts, allowing users to interact with virtual objects using natural hand movements.

- **Slender_Man_Vr_Replica** : (Apk)
  - Independently developed a faithful VR replica of the iconic Slender-Man horror game, capturing its eerie atmosphere and suspenseful gameplay.
  - Recreated detailed 3D environments, incorporating chilling audio and visual effects to evoke fear and tension.
  - Implemented interactive mechanics, allowing players to explore, gather clues, and evade the pursuing entity.

- **TV-Interaction** : (Apk)
  - Pioneered the integration of TV-Interaction VR technology, enabling users to engage with virtual content using intuitive hand gestures and movements.
  - Developed a seamless and immersive experience where users can control, interact, and navigate virtual TV interfaces naturally and engagingly.

- **Door-Interaction** : (Apk)
  - Developed immersive and lifelike door interactions within virtual reality environments, replicating the physics and behaviour of real doors.
  - Utilized physics-based simulations to accurately model door movement, handles, hinges, and collisions.

- **Vr-Template** : (Apk)
  - Developed immersive and lifelike door interactions within virtual reality environments, replicating the physics and behaviour of real doors.
  - Utilized physics-based simulations to accurately model door movement, handles, hinges, and collisions.