

ASBAQ LAAREB

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Summary

Unity developer with 3+ years of experience in 3D/VR game development, specializing in **AI systems**, intuitive **UI/UX design**, **backend engineering**, **multiplayer networking**, and **blockchain implementation**. Proficient in C++, C#, Blueprints, API development, software design patterns, and deploying applications on **iOS, Android, and PC platforms**. Demonstrates strong **analytical capabilities** in optimizing performance, constructing **scalable distributed systems**, and solving technical challenges while adhering to best practices in **object-oriented programming**. Skilled in **secure authentication**, **VR simulations**, and **Metaverse game development** inspired by titles like **Genshin Impact** and **Fortnite**. Known for attention to detail, automated quality assurance, Optimization and delivering immersive interactive experiences. Excels in collaborate with designers, strategizing and implement complex game mechanics, having a strategy and vision and driving **research and strategic planning** to meet stakeholders expectations. Proven experience leading teams to deliver high-quality game systems aligned with project vision and objectives.

Skills

- **Programming Languages:** C, C#, C+ , .NET, Python, Java, JavaScript, PHP, HTML5, CSS3, Node.js, OpenGL, OOPs
- **Game Engines:** Unity3D, Unreal Engine, CheatEngine, GMS2 | **Database Development:** MSSQL, MySQL, MongoDB
- **Platforms:** Android, iOS, Windows, WebGL, AR/VR | **Testing & Debugging:** Automated Testing, QA, Gameplay Mechanics
- **Version Control & Tools:** Git, GitHub, Plastic SCM, Perforce, Visual Studio, SourceTree, Data Structure and Algorithms
- **Software:** Design Patterns, SOLID Principles, Asynchronous and Modular Programming, Clean Code, Software Architecture
- **Frameworks:** XRTK, VRTK, VR Hurricane, Opsive, MFPS, Photon PUN2, RESTful Web Services, Blockchain Solutions
- **Additional Expertise:** Animation Technologies, Procedural Animation, Multiplayer Systems, Cross-Platform Development
- **Other:** Game Design, Game World and Level Design, Gameplay Engineering, Game AI, and Shader Programming
- **Networking Protocols:** TCP/IP, UDP, WebSockets | **Soft Skills:** Team Communication, Agile Development, Problem-Solving, Mentorship, Communication Skills, Project Management, Innovation, Leadership

Professional Experience

Unity Developer - Level 2

Metaspace, Noida, UP, India

02/2023 - Present

- Led development of **3D/VR** projects, optimizing multi-threaded engines to enhance scalability, **reducing process time by 20%**.
- Crafted state-pattern NPC AI, **improving player interaction by 40%**, and incorporated IK systems.
- Implemented intricate mechanics, including combat and progression features, **increasing user retention by 30%**.
- Mentored junior developers, encouraging collaboration and fostering a performance-driven culture.
- Created responsive UI/UX and added Loadout/Inventory features (**+35% user satisfaction**), adopting agile methodologies.
- Strengthened backend functionality with JSON parsing, API connectivity, and Firebase integration, **boosting system reliability by 25%**.
- Integrated Web3Auth for secure authentication (**+15% trust**), focusing on anti-cheat and anti-piracy technology.
- Engineered multiplayer infrastructure with Photon PUN2 (**+30% player engagement**) and launched titles on Google Play and optimized for iOS App Store.
- Streamlined blockchain protocols (**+15% operational efficiency**) and implemented ads, increasing **revenue by 25%**.
- Coordinated with designers, artists, QA, and animators to guarantee quality and timely project execution.

Unity Developer - Level 1

Oryggi Technologies, Noida, India

05/2022 - 02/2023

- Produced VR simulations for assembly and electronics integration, attaining **90% real-world accuracy**.
- Developed a Virtual Cybersecurity Training Environment, **improving organizational preparedness by 25%**.
- Created scalable VR solutions utilizing clean code principles, enhancing user interaction and **replay value by 20%**.
- Incorporated feedback to refine simulations, **reducing bugs by 15%**.

Game Developer

Freelance, India

01/2021 - 04/2022

- Designed and delivered **15+ casual mobile applications**, achieving an average **4.5-star rating on app platforms**.
- Boosted realism by integrating advanced simulations in Unity and Unreal Engine, **increasing user engagement by 20%**.
- Crafted tailored VR experiences by collaborating closely with clients, **earning a 95% approval rating**.
- Specialized in scripting, animation, UI/UX, physics, and particle systems, **optimizing development workflows by 30%**.

Education

B.Sc. (Hons) Backstage Pass Institute of Gaming and Technologies, Hyderabad, India

06/2019 - 06/2023

- Major in Computer Science & Game Development