

Shahryar Saqib

I build the AI pipelines a game team can trust: written rules, quality checks, and a person at the gate.

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github.com/sabreking Symphorix on Steam

Case study: <https://dreamy-fable-426x.here.now/>

SUMMARY

I build AI pipelines for game production and make sure the output is good enough to ship. At ApexLogics I designed a pipeline that turns a written game design into a playable Unity prototype, a two-AI loop that generates sound effects and judges them against a brief, and the AI-assisted workflows I trained the developers on. Behind that sits 15 years of game development: shaders, procedural generation, gameplay systems and production. I know where AI saves time and where it quietly makes things worse, and I write both down.

WHAT I BUILT, AND WHAT HAPPENED

AI content in my own games (OnTriggerJoy)

Symphorix uses AI-generated music paired with human-written lyrics, disclosed on its Steam page. Apples Gone Wild Simulator 2025 discloses its AI art pipeline on Steam. My fleet includes a bot for local image generation with ComfyUI.

Procedural and shader work

Led procedural pets and terrains at Genopets, built music-based procedural generation for Symphorix, and wrote 20+ custom shaders across six games at ApexLogics.

SKILLS

AI PIPELINES	UNITY PRODUCTION	TECH ART	TEAM
- Coding agents with rules and skills (Cursor) - Unity MCP and Gemini via MCP - Generative audio (Ludo.ai, Suno) - Image generation, including local ComfyUI - AI-judged QA with written acceptance checks	- Unity 6, URP, Android builds - Editor tools, validators and build preflight - Schema-checked manifests and handoff reports - Addressables, performance and memory work	- HLSL and Shader Graph - VFX Graph - Procedural content generation - Built-in to URP conversion	- Training developers on AI workflows - Production planning and release - Git and pull-request flow

EXPERIENCE

ApexLogicsMar 2026 – Oct 2026

Game Producer · Rawalpindi

- Led production and managed the whole development team, from sprint planning to release.
- Built an automated AI pipeline that turns game ideas into playable prototypes.
- Used player analytics to drive fixes that improved progression and retention in live games.
- Wrote 20+ custom shaders across six games.
- Brought AI-assisted workflows and modern source control to the team, and trained the developers.

OnTriggerJoyFeb 2024 – Present

Founder · Punjab, Pakistan · Remote

Founder. Shipped Symphorix to Steam Early Access; runs AI content and operations pipelines.

Monarch / GenopetsApr 2024 – Sep 2024

Lead Technical Artist & Procedural Systems Developer · Remote · Genopets (flagship)

Led procedural generation of the pets and terrains and wrote custom shaders that kept the game fast on phones.

Tintash Game Producer · Technical Domain Expert — Games · Lahore · Remote Producer and technical domain expert; shaders, procedural pipelines and shipping standards across Unity client titles.	Mar 2020 – Mar 2024
OZI Technology Principal Software Engineer → Technology Lead · Lahore	Oct 2019 – Mar 2020
UltPult Game Studio Head of Game Development · Lahore Built an in-house Unity SDK that cut the studio's development time per game from over a year to under three months.	Jan 2017 – Mar 2017
Giant Fox Studios Lead Game Developer · Lahore / Remote Led Unity development; ported <i>There's Poop In My Soup</i> (K Bros Games) to mobile.	Feb 2016 – Dec 2016

EDUCATION

MBA, Human Resources Management (UET Taxila / APCOMS) · BBA (Hons) (NUML / APCOMS)
