

SHAHRYAR SAQIB

Game Producer / Technical Producer

sabreking@gmail.com · Rawalpindi · Remote (GMT+5) · Remote roles: can start immediately ·
linkedin.com/in/shahryarsaqib · github.com/sabreking · Symphorix on Steam
Portfolio: ontriggerjoy.com/portfolio · Online resume: scarlet-tablet-ab2c.here.now

SUMMARY

Headline AI work: an **AI game-prototyping pipeline for Unity** (Cursor + Unity MCP, schema-validated GDD manifests, human play gate) that turns a GDD into a validated manifest and scaffold. Technical Game Producer with **15 years** of Unity/C# experience shipping games and leading Unity delivery. Hands-on across production leadership, C# systems, and procedural gameplay—from client titles at Tintash to founding OnTriggerJoy and shipping **Symphorix** to Steam Early Access. Strongest where creative vision must become maintainable, shippable systems under real constraints.

FEATURED PROJECT

AI game-prototyping pipeline for Unity

I built an AI game-prototyping system for Unity at ApexLogics. A 26-section GDD becomes a JSON-schema-validated manifest; a staged Cursor + Unity MCP agent scaffolds and greyboxes the game, stops at a human play gate ("is it fun?"), then adds presentation, and deterministic Editor audit tools check the result. GDD to validated manifest and scaffold on one prototype; 20 of 22 acceptance tests passed at handoff; 5 prototypes run through it. Gemini listens to every generated sound for QA. Its rules and guides were adopted into live production games.

Pipeline: 01 26-section GDD → 02 Schema-validated manifest → 03 Staged Cursor + Unity MCP agent → 04

Human play gate → 05 Deterministic audit → 06 Playable scaffold

GDD →	validated manifest and scaffold
20 / 22	acceptance tests passed at handoff
5	prototypes run through the pipeline
3	max QA cycles per generated asset

SHIPPED ON GOOGLE PLAY

- **Dino Hunter 3D: Shooting Games:** 10M+ installs on Google Play. Game Producer at ApexLogics, shipping live updates.
<https://play.google.com/store/apps/details?id=com.apex.dinohunter.adventuregame.jusassic3d>
- **Bus Driving Simulator Game USA:** 100K+ installs on Google Play. Game Producer at ApexLogics: core systems, performance and crash fixes; load time cut from over 28s to under 7s.
<https://play.google.com/store/apps/details?id=com.novex.real.bus.simulator.driving.games>
- **Nail Salon 3D (Lion Studios):** 10M+ installs on Google Play. Worked as senior developer at Tintash.
<https://play.google.com/store/apps/details?id=com.tintash.nailsalon>

SKILLS

Engine: Unity 6 · C#

Production: Agile / Scrum · Technical Project Management · Cross-functional Leadership

AI tooling: Cursor · Unity MCP agents · Gemini · LLM pipelines · ComfyUI

Rendering: URP · Shader Graph · VFX Graph

Platforms: Steam (PC) · Google Play (Android) · App Store (iOS)

Unity packages: Addressables · Cinemachine · DOTween · ProBuilder · Test Framework · Project Auditor

Services: Firebase · AdMob · Steamworks · Soapbox Labs ASR

Workflow: Git · GitHub · Git LFS · JSON Schema

EXPERIENCE

Game Producer — ApexLogics

Mar 2026 – Oct 2026 · 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.

Founder • Game Producer / Lead Developer — OnTriggerJoy

Feb 2024 – Present · Punjab, Pakistan · Remote

Founded OnTriggerJoy (academy → studio). Shipped Symphorix as lead engineer/producer. Mentored 14 students historically (C#, design, Agile); now solo, company active.

- Owned production of **Symphorix** from concept through **Steam Early Access** (Jul 2025) — music-driven survivorlike / top-down bullet-hell with all-positive ratings.
- Designed music-based procedural generation tying enemy waves and combat patterns to rhythm and note systems; custom MP3 import.
- Programmed core C# / Unity mechanics including Core-node combat and bass / mid / treble synergies.
- Led under rural, resource-constrained conditions; scaled from mentorship academy into a shipping studio.

Also in progress (solo, unreleased — light touch): Apples Gone Wild Simulator 2025.

Lead Technical Artist & Procedural Systems Developer — Monarch / Genopets

Apr 2024 – Sep 2024 · Remote · Genopets (flagship)

- Led procedural pets and terrains for Genopets (blockchain move-to-play) — dynamic, scalable world content with cross-functional delivery.
- Partnered with design and engineering on high-impact technical solutions that defined core visual and systems identity.
- Drove shader and procedural pipeline workstreams that elevated visual quality while protecting performance.

Game Producer • Technical Domain Expert — Games — Tintash

Mar 2020 – Mar 2024 · Lahore · Remote

- Served as Game Producer / Technical Domain Expert across multiple Unity client titles — technical direction, timelines, and deliverables.
- **Gamerize Dictionary** (AAS Press, Japan): **lead project manager and developer** — Unity gamified JP-EN learner dictionary, mini-games, kingdom meta, ASR, teacher LMS/CMS; supported build through live updates.
- Worked as senior developer on **Nail Salon 3D**.
- Mentored engineers; specialized in shaders, procedural pipelines, and shipping standards (incl. Polkacity and other client titles).

Principal Software Engineer → Technology Lead — OZI Technology

Oct 2019 – Mar 2020 · Lahore

- Advanced from Principal Software Engineer to Technology Lead over a six-month engagement.
- Contributed to software delivery and technical leadership in a product engineering environment.

Head of Game Development — UltPult Game Studio

Jan 2017 – Mar 2017 · Lahore

- Created an in-house Unity SDK (thousands of extension classes, algorithms, plug-and-play components) that cut game development time from 1+ year to under 3 months.
- Trained developers on GDDs, design theory, and the MDA framework.

Lead Game Developer — Giant Fox Studios

Feb 2016 – Dec 2016 · Lahore / Remote

- Led Unity game development for a remote indie studio under Jaime Fraina.
- Ported *There's Poop In My Soup* to mobile for Jaime's K Bros Games clients (Steam title by K Bros — mobile port credit).

SELECTED PROJECTS

- **Symphorix — Steam Early Access:** Music-driven survivorlike / roguelite. Lead engineer + producer. All-positive ratings. [Store page →](#)
- **Gamerize Dictionary:** Lead PM + developer at Tintash for AAS Press (Japan). Unity EdTech — dictionary, mini-games, ASR, teacher LMS.

EDUCATION

- **MBA — Human Resources Management,** University of Engineering and Technology, Taxila / APCOMS • Fall 2010 – Oct 2012 (degree Dec 2012)
- **BBA (Honours) — Human Resources Management,** National University of Modern Languages / APCOMS • 2006 – 2009

Shahryar Saqib • Game Producer / Technical Producer • sabreking@gmail.com • Rawalpindi, Pakistan • [References on request](#)