

Shahryar Saqib

I have taken my own game from first trailer to Steam Early Access, and I can help your team do the same.

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github.com/sabreking Symphorix on Steam

Case study: <https://tropic-summit-xnem.here.now/>

SUMMARY

I help indie teams get a Unity game ready for Steam and out the door. I took my own game, Symphorix, from concept through a Steam store page, a Next Fest demo, a PR campaign and creator keys to Early Access in July 2025, and it holds 15 of 15 positive reviews. I have 15 years of game development behind me, including performance work, render-pipeline conversions, a mobile port of a Steam title, and release management on live mobile games. I am available for contract or part-time work.

WHAT I BUILT, AND WHAT HAPPENED

Symphorix: concept to Steam Early Access (OnTriggerJoy)

Ran the full path myself: Steam store page and trailers, a Next Fest demo, playtest recruiting on Reddit and Discord, a paid PR campaign with an outside agency, a creator and streamer key program, and the Early Access launch in July 2025. The store page carries achievements and stats, Steam's AI content disclosure, and clear Early Access notes. 15 of 15 reviews are positive.

Building the game that shipped

Designed and programmed the music-based procedural generation and the 16-node weapon Core in Unity/C#, with VFX Graph effects and support for players' own MP3s. A second title, Apples Gone Wild Simulator 2025, has a live Steam page marked coming soon.

Porting

Ported *There's Poop In My Soup*, a Steam title by K Bros Games, to mobile at Giant Fox Studios.

Performance

Ran performance and memory work on live titles, removed unused content to cut build size, and wrote 20+ custom shaders built to stay fast on modest hardware.

SKILLS

STEAM

- Steamworks release
- Store page, trailers and capsule assets
- Next Fest demo
- Achievements and stats
- Early Access planning and notes
- Creator key programs and PR

UNITY

- C# (expert), Unity (expert)
- URP, Shader Graph, VFX Graph
- Performance and memory optimisation
- Build size cleanup and Addressables

PORTING AND PLATFORMS

- PC (Windows) and mobile (iOS, Android)
- Built-in to URP conversion
- Store policy compliance

PRODUCTION

- Release checklists and QA handoffs
- Community feedback loops (Reddit, Discord)
- Remote, async collaboration

EXPERIENCE

OnTriggerJoy

Feb 2024 – Present

Founder · Punjab, Pakistan · Remote

Founder. Shipped Symphorix to Steam Early Access; Apples Gone Wild Simulator 2025 is on Steam as coming soon.

- 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.

Monarch / Genopets

Apr 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

Mar 2020 – Mar 2024

Game Producer · Technical Domain Expert — Games · Lahore · Remote

Producer and technical domain expert across Unity client titles, including Gamerize Dictionary (lead PM and developer).

OZI Technology

Oct 2019 – Mar 2020

Principal Software Engineer → Technology Lead · Lahore

UltPult Game Studio

Jan 2017 – Mar 2017

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.

Giant Fox Studios

Feb 2016 – Dec 2016

Lead Game Developer · Lahore / Remote

Led Unity development; ported *There's Poop In My Soup* (K Bros Games) to mobile.

EDUCATION

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