

Shahryar Saqib

A technical producer who sets up the system a fast team needs, then keeps it shipping.

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github.com/sabreking Symphorix on Steam

Case study: <https://crisp-pumice-ygtj.here.now/>

SUMMARY

I run delivery for small, fast teams and I am technical enough to unblock them myself. Over 15 years in game development I have moved from engineer to tech lead to producer, and I still write production code when the schedule needs it. Recently I have focused on AI-heavy work: I moved a studio team from zipped project folders to source control and then to AI-assisted workflows, built a pipeline that takes a written spec to a working prototype, and I run my own life and company admin on a fleet of AI agents with approval gates. I like clear written decisions, short feedback loops, and reports that say what went wrong as well as what went right.

WHAT I BUILT, AND WHAT HAPPENED

Gamerize Dictionary (Tintash, for AAS Press, Japan)

Lead project manager and developer on a Unity learning app for children: a Japanese–English dictionary with four word mini-games inside a kingdom-building game, spaced-repetition reviews, child speech recognition and a teacher portal. Tintash's public case study reports 2,000+ organic users and 500 daily sessions in the early phase.

Symphorix, my own game on Steam (OnTriggerJoy)

Took Symphorix from concept to Steam Early Access (July 2025): a music-driven survivorlike where each song shapes the enemies and the weapon timing. 15 of 15 Steam reviews are positive. I designed and programmed the music-based procedural generation and the 16-node weapon Core in Unity/C#, and players can bring their own MP3s.

AI agent fleet with human approval gates (OnTriggerJoy)

Designed and run a fleet of 24 AI agents (18 work bots plus a six-seat decision council) that handle my email, finances, records, job search and company operations from one Git repository, with approval steps and commit-SHA checks before anything risky happens.

SKILLS

DELIVERY	PRODUCT	TECHNICAL	PEOPLE
- Milestones, scope and sprint planning - Release management and store submission - QA handoffs and definitions of done - Risk and priority calls, written down - Remote, async teams across time zones	- Funnel analytics (Firebase) - Specs and design documents that teams can build from - Market and concept research - Client and stakeholder communication	- Unity and C# (expert) - Git, GitHub and pull-request flow - AI development tools: coding agents, MCP - Build and editor automation	- Mentoring engineers - Training teams on new tools - Running a studio as founder

EXPERIENCE

ApexLogics Game Producer · Rawalpindi	Mar 2026 – Oct 2026
- 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.	

OnTriggerJoy Founder · Punjab, Pakistan · Remote Founder. Shipped Symphorix to Steam Early Access; runs the company's AI agent operations and web work.	Feb 2024 – Present
Monarch / Genopets 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.	Apr 2024 – Sep 2024
Tintash Game Producer · Technical Domain Expert — Games · Lahore · Remote Producer and technical domain expert across several Unity client titles; lead PM and developer on Gamerize Dictionary; mentored engineers.	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)	
Shahryar Saqib · Technical Producer / Program Manager	References and portfolio on request · sabreking@gmail.com