

Shahryar Saqib

Technical Artist / TA-Programmer

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: still-sphinx-wexp.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 Artist / TA-programmer hybrid with **15 years** of Unity/C# experience—strongest at the seam of custom shaders, procedural presentation, and Unity systems. Led shader and procedural pet/terrain work for Genopets; specialized in shaders and technical development at Tintash; ships polished player-facing feel as lead on Symphorix (Steam EA). Not a pure look-dev generalist—code-fluent TA who owns pipelines.

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.dinhunter.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#

Rendering: URP · Shader Graph · VFX Graph

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

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 • Lead Developer / Technical Producer — 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.

- Shipped **Symphorix** to Steam Early Access as lead developer — music-reactive VFX/feel tightly coupled to procedural combat systems.
- Authored Unity / C# systems where visual feedback, Core-node presentation, and audio-driven patterns reinforce juiciness and readability.
- Owned production polish under indie constraints: performance, clarity, and player-facing presentation through EA launch (all-positive ratings).
- Academy→studio origin; mentored 14 students historically; now solo with company active.

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

Lead Game Technical Artist (Shaders) & Procedural Systems — Monarch / Genopets

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

- Led technical art for Genopets — authored **custom shaders from scratch**, elevating visual quality and rendering performance.
- Built procedurally generated pets, habitats, and terrains with scalable, immersive presentation.
- Bridged art direction and engineering: shader pipelines, performance budgets, and Unity systems that defined the look.
- Collaborated with cross-functional teams on high-impact visual-systems solutions.

Technical Domain Expert • Shaders & Technical Development — Tintash

Mar 2020 – Mar 2024 · Lahore · Remote

- Technical Domain Expert specializing in shaders, procedural pipelines, and Unity technical development for client titles.
- Worked as senior developer on **Nail Salon 3D**.
- **Gamerize Dictionary** (AAS Press): lead PM + developer — Unity EdTech with polished mini-game feel and teacher-facing tooling.
- Mentored engineers on technical craft and delivery standards.

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

- Built plug-and-play Unity tooling and components that accelerated studio production (1+ year → <3 months).
- Trained developers on design theory, juiciness concepts, and MDA.

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

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