

Shahryar Saqib

Fifteen years of Unity, used to build learning and interactive products that people come back to.

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github.com/sabreking Symphorix on Steam

Case study: <https://urban-clover-bvk2.here.now/>

SUMMARY

I am a senior Unity developer and technical lead with 15 years of game development behind me, and I want to apply it to learning, training and simulation products. At Tintash I was lead project manager and developer on Gamerize Dictionary, a children's learning app with speech recognition and a teacher portal. I have taught C# and game design to students and at university, and I run a Unity teaching channel. I bring the parts of game development that matter outside games: clear interaction design, smooth performance on ordinary phones and PCs, and systems that are easy to extend.

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.

Adaptive quiz on PlayFab (open source)

Built a Unity quiz that pulls questions from PlayFab title data, stores high scores, and keeps a per-player "adeptness" rating that picks the next question's difficulty.

Teaching people to build

Taught C#, game design and Agile to 14 students at the OnTriggerJoy academy in rural Pakistan, ran design training (GDDs, MDA) at UltPult, and lectured at university. My YouTube channel, The Mannered Coder, teaches Unity architecture, game AI, Shader Graph and AI-assisted Unity development.

Performance and rendering

Converted a game project from the Built-in pipeline to URP, wrote 20+ custom shaders, and wrote shaders at Genopets that kept a visually rich mobile game fast on phones.

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.

SKILLS

UNITY	LEARNING PRODUCTS	INTERACTIVE TECH	DELIVERY
- C# (expert), Unity (expert) - UGUI and UI Toolkit - URP, Shader Graph, VFX Graph - Editor tools and validators - Mobile (iOS, Android) and PC	- Speech recognition integration (Soapbox Labs) - Spaced-repetition and adaptive difficulty - Teacher portal / LMS coordination - Gamification and feedback loops	- VR and AR - Game AI: state machines, decision trees - Procedural generation - PlayFab, Firebase Analytics	- Lead PM for a remote client in Japan - Mentoring and training - Git and pull-request flow

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	Feb 2024 – Present
Founder. Ran the academy that taught 14 students; shipped Symphorix to Steam Early Access.	
Monarch / Genopets Lead Technical Artist & Procedural Systems Developer · Remote · Genopets (flagship)	Apr 2024 – Sep 2024
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	Mar 2020 – Mar 2024
Lead PM and developer on Gamerize Dictionary (EdTech); producer and technical domain expert on other Unity client titles.	
OZI Technology Principal Software Engineer → Technology Lead · Lahore	Oct 2019 – Mar 2020
UltPult Game Studio Head of Game Development · Lahore	Jan 2017 – Mar 2017
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 Lead Game Developer · Lahore / Remote	Feb 2016 – Dec 2016
Led Unity development; ported <i>There's Poop In My Soup</i> (K Bros Games) to mobile.	

EDUCATION

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

Shahryar Saqib · Unity Developer / Lead — Simulation, Training, XR and EdTech

References and portfolio on request · sabreking@gmail.com