

Shahryar Saqib

Unity Systems Architect / Technical Domain Expert

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: silent-timber-ypvd.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. Unity Systems Architect and Technical Domain Expert with **15 years** of Unity/C# experience. Deep hands-on in C# architecture, procedural content generation, custom shaders, and production leadership. Trusted with high-risk technical domains—PCG, generative gameplay, performance-critical logic—and with turning small teams into effective production units. Shipped Symphorix (Steam EA) and led systems/shader work for Genopets.

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#

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 • Lead Systems Engineer / 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.

- Architected Symphorix as lead systems engineer / producer — music-reactive procedural combat through **Steam Early Access** (all-positive ratings).
- Built Core-node combat architecture with bass / mid / treble synergies and song-tied enemy patterns in Unity / C#.
- Owned end-to-end technical direction: procedural beat/note systems, custom audio import, performance under indie constraints.
- Mentored a historical cohort of 14 juniors (C#, design, Agile); studio now ships solo with company active.

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

Lead Procedural Systems Developer & Technical Artist — Monarch / Genopets

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

- Architected procedural generation pipelines for pets, habitats, and terrains — scalable, replayable world content.
- Authored custom shaders from the ground up; improved visual quality and rendering performance.
- Designed Unity / C# gameplay systems that drove core mechanics and product identity.
- Collaborated cross-functionally to deliver high-impact technical foundations for a move-to-play title.

Technical Domain Expert — Games • Game Producer — Tintash

Mar 2020 – Mar 2024 · Lahore · Remote

- Technical Domain Expert / producer for Unity client titles — owned systems direction, milestones, and shippable engineering standards.
- **Gamerize Dictionary** (AAS Press): lead PM + developer — gamified dictionary, 4 mini-games, kingdom meta, Soapbox ASR, teacher LMS; GTM through liveops support.
- Worked as senior developer on **Nail Salon 3D**; shaders & procedural pipelines across client work including Polkacity.
- Mentored team members and raised engineering standards across games engagements.

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 a reusable Unity in-house SDK that reduced game development time from 1+ year to <3 months — leverage architecture at studio scale.
- Trained developers on game development concepts, GDDs, and 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

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References on request