

# 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: mossy-cherry-qhz7.here.now · 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 took a GDD to a playable scaffold in 21 minutes. 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. 21 minutes from GDD to playable 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

|                |                                         |
|----------------|-----------------------------------------|
| <b>21 min</b>  | GDD to playable scaffold, one prototype |
| <b>20 / 22</b> | acceptance tests passed at handoff      |
| <b>5</b>       | prototypes run through the pipeline     |
| <b>3</b>       | 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

- Coordinate technical art and engineering delivery within Unity production pipelines.
- Align visual/systems quality goals with production milestones for client workstreams.

### 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

Shahryar Saqib • Technical Artist / TA-Programmer • [sabreking@gmail.com](mailto:sabreking@gmail.com) • Rawalpindi, Pakistan • References on request