

Shahryar Saqib

Unity Gameplay / Systems Engineer

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linkedin.com/in/shahryarsaqib · github.com/sabreking · Symphorix on Steam
Portfolio: mossy-cherry-qhz7.here.now · Online resume: cedar-ember-vtwa.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. Unity Gameplay / Systems Engineer with **15 years** of Unity/C# experience building shippable core loops in C#. Specialist in procedural systems, music-driven gameplay, and maintainable Unity architecture. Lead engineer behind Symphorix (Steam Early Access); prior systems and client delivery at Tintash, Genopets procedural pipelines, and an in-house Unity SDK that cut studio iteration from years to months.

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

21 min	GDD to playable scaffold, one prototype
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

- Support Unity production pipelines and technical coordination for shipping workstreams.
- Collaborate with engineering and design on scope, milestones, and build quality.

Founder • Lead Gameplay Engineer — 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.

- Lead engineer for **Symphorix** (Steam Early Access) — implemented music-driven procedural combat, Core-node systems, and custom MP3 import in Unity / C#.
- Designed and shipped bass / mid / treble synergy gameplay and song-tied enemy waves for a top-down bullet-hell / survivorlike.
- Owned core gameplay loop from prototype through Early Access release with all-positive Steam ratings.
- Maintained solo production velocity after academy→studio transition (historical mentorship of 14 students).

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

Lead Developer — Procedural Systems & Shaders — Monarch / Genopets

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

- Built procedural pets / terrains and gameplay systems in Unity / C# for Genopets move-to-play worlds.
- Implemented custom shaders and rendering optimizations for visual quality under real performance constraints.
- Integrated procedural pipelines that delivered diverse, replayable content at scale.

Technical Domain Expert • Senior Unity Developer — Tintash

Mar 2020 – Mar 2024 · Lahore · Remote

- Unity / C# technical lead across client titles as TDE — gameplay systems, shaders, and procedural pipelines.
- **Gamerize Dictionary** (AAS Press): lead developer + PM — gamified JP-EN dictionary, mini-games, kingdom meta, ASR integration, teacher portal.
- Worked as senior developer on **Nail Salon 3D**.
- Shipped and supported live client products; mentored peers on Unity engineering practices.

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

- Authored extensive Unity code repository / SDK (extensions, algorithms, plug-and-play components) — cut development time from 1+ year to <3 months.
- Trained in-house developers on systems, GDDs, 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

