

Sheeraz Khan

Lead Game Developer

Unity & C# · XR / VR

"Crafting experiences that feel alive."

CONTACT

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LOCATION Lahore, Pakistan

EXPERTISE

LANGUAGES

C# (Expert) · JavaScript · TypeScript · C++

ENGINES

Unity 2D / 3D · Meta Quest SDK · Unreal (familiar)

ARCHITECTURE

Dependency Injection · Event-Driven Systems · Finite State Machines · Object Pooling · Modular Design

PERFORMANCE

Memory & render optimization · Profiling · 3D math · Physics tuning

TOOLING

JetBrains Rider · VS Code · Git · GitHub · Jira · Trello · Figma

WEB (HOBBY)

React · Three.js · Node.js · Vite · REST APIs · Discord.js

PLATFORMS

Meta Quest 2 / 3 · Android · iOS · WebGL · Windows · macOS

LANGUAGES

English — near-native, written & spoken

Urdu — native

Sindhi — native

EDUCATION

B.Sc. General Sciences

Shah Abdul Latif University
Khairpur · 2017 – 2019

RECOGNITION

GitHub Developer Program Member

Author and maintainer of 29 open-source repositories — Unity tooling, Discord automation, and audio streaming. Actively adopted by community developers.

5+

YEARS IN DEVELOPMENT

5+

MOBILE TITLES SHIPPED

2

VR TITLES SHIPPED

PROFILE

Lead Game Developer with 5+ years shipping commercial titles in Unity & C#. Currently leading a 10-engineer team at XRev Studio, building XR / VR titles for Meta Quest — including CricketX and BaseballX, AI-driven sports trainers deployed to clubs and academies globally. Specializes in gameplay architecture, real-time physics, and performance optimization. Backed by 20+ years as a lifelong gamer — every system I build is shaped by a player's instinct first, an engineer's spec second.

PROFESSIONAL EXPERIENCE

XRev Studio

Jan 2023 – Present

Lahore, PK · Hybrid

Lead Game Developer

- Lead a 10-engineer team across full-cycle XR / VR development — owning architecture, code review, and shipping cadence.
- Shipped CricketX and BaseballX to the Meta Quest Store — AI-driven sports trainers adopted by clubs and academies globally.
- Architected modular gameplay frameworks and established Git / coding standards — kept merge conflicts near-zero across 7+ concurrent productions (VR titles + web platforms).
- Resolved deep bottlenecks in physics, rendering, and memory; mentored Unity engineers across architecture and debugging — 5+ have since advanced to mid / senior roles.

Game District

Jan 2022 – Jan 2023

Lahore, PK · On-site

Game Developer

- Built gameplay mechanics, input systems, and UI across 5+ commercial mobile titles; integrated third-party SDKs, audio pipelines, and player controllers.
- Profiled and optimized asset pipelines and runtime memory across shipped titles — contributing to a studio portfolio of 2.2B+ downloads.

Self-Employed (Discord)

Mar 2020 – Sep 2021

Remote

Community Manager & Tools Developer

- Built C# and JavaScript automation tooling for large-scale Discord communities (10k+ members) — released as open source.
- Authored Sherry Bot — real-time music bot with YouTube / Spotify streaming, live audio filters, and async command handling under high concurrency.

SELECTED PROJECTS

CricketX & BaseballX

cricketx.net · baseballx.co

Unity · C# · Meta Quest SDK · VR · AI

AI-driven VR sports simulators on Meta Quest — realistic physics, intelligent opponent AI, performance analytics, and adaptive difficulty. Deployed to clubs and academies across multiple regions.

Production Dev Tools (Unity)

Internal tooling — used across commercial titles

Unity Editor · C# · Pathfinding · Serialization

Suite of internal tooling: high-performance pathfinding, modular serialization / persistence frameworks, editor debugging utilities, and multi-network ad mediation.

Sherry Bot

Discord music bot · Open Source · github.com/lemesherry

JavaScript · C# · Discord.js · Node.js

Real-time YouTube / Spotify playback, live audio filters, queue management, and async command handling under high concurrency. Deployed across 10k+ member communities.

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