

Sheikh Atta-ul-Haq Vohra

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ABOUT ME

Builds AI-native products, agentic systems, scalable software architectures and real-time interactive experiences across B2B SaaS, EdTech, gaming and immersive technologies. Combines LLM/Agentic AI, fullstack, product engineering, cloud-native systems and Unreal Engine 5 to turn complex technical capabilities into production-ready products and engaging user experiences. Experienced across the full product lifecycle, from system architecture and AI integration to product design, development, and deployment.

EDUCATION & TRAINING

PAKISTAN

BACHELORS IN COMPUTER SCIENCE- COMSATS UNIVERSITY ISLAMABAD

Final year project | UnrealEngine 5 | Demo Video

Award-Winning Open-World Survival Game

- **Environment Design:** Created procedural world generation across three unique biomes.
- **Gameplay Systems:** Developed crafting, building, and character progression with skill trees.
- **Multiplayer Features:** Integrated networking, clan systems, and social features like voice chat.
- **Combat Mechanics:** Engineered advanced AI, weapon crafting, and diverse combat tools

Level in EQF: 6 | **Website:** https://cuiwah.edu.pk/

WORK EXPERIENCE

01/10/2025 - CURRENT - DOHA, QATAR

CHIEF PRODUCT OFFICER (CPO) & AI PRODUCT ENGINEER | E DEVISER LLC

- Lead product strategy, technical architecture and development of an AI-native EdTech platform combining Outcome-Based Education, gamification and personalized learning.
- Design and implement agentic AI and RAG-based systems with controlled autonomy, retrieval-scoped access and approval-gated actions.
- Drive the full product lifecycle across AI systems, software architecture, UX, data, security and deployment.
- Architect role-based experiences and bilingual Arabic/ English workflows for administrators, coordinators, teachers, students and parents.
- Establish engineering practices around testing, security, observability and production readiness.

Website: https://www.linkedin.com/company/e-deviser/posts/?feedView=all

01/01/2024 - 28/02/2025 - REMOTE, UNITED KINGDOM

GAME DEVELOPER | SUBRICKZZ

Cosmo Conqueror – Dual-Perspective Sci-Fi Action Shooter

- Developed gameplay architecture and core systems for Action-RPG and open-world experiences.
- Built AI behaviors and combat systems, including Behavior Trees, enemy logic, melee, dodge, hit reactions and Motion Warping.
- Designed 33 story-driven missions, branching narratives, reusable mission frameworks and side-quest systems.
- Developed progression, player stats, abilities, environments and interactive gameplay systems.

- Optimized Blueprint systems and implemented Chaos, Niagara VFX for performance and immersion.

Website: https://www.linkedin.com/company/subrickzz/

SKILLS

AI Agents | Vector Search | Embeddings | Retrieval-Augmented Generation (RAG) | Python | JavaScript | PostgreSQL | Vector Databases | Docker | Cloud Architecture | CI/CD | AI & Behavior Tree Programming | Product Strategy | AI Orchestration | System Design

CONFERENCES & SEMINARS

18/12/2025 Bahria University Islamabad

AI × FUTURE ed. Summit | E Devisar

- Led the planning and execution of E Deviser's AI × FUTURE ed. Summit, bringing together stakeholders across AI, EdTech, startups, and innovation.
- Facilitated high-level industry, academic, government, and startup engagements, strengthening E Deviser's ecosystem partnerships.

Event Coverage Video

LANGUAGE SKILLS

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C2	C1	C1	C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user