SHEEHAN AHMED
Technical Artist & Tools Developer

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LinkedIn

Education

University of Southern California
> Bachelor of Arts in Interactive Entertainment
> Video Game Programming Minor

Aug 2019 - Dec 2023
Los Angeles, CA

Skills

Languages
> **Programming:** C++ / C# / Python / Java
> **Scripting:** PyQt / Unreal Blueprints / HLSL

Software
> **3D:** Maya / ZBrush / Substance Painter / Adobe Suite / Blender
> **Engine:** Unreal Engine / Unity Engine
> **Team:** Perforce / Git / Jira / Notion / Figma

Experience & Projects

SPOOKULELE — Creative Director

Apr 2021 - May 2022
Los Angeles, CA

> Led the creative direction for a team of 50 developing an action-adventure game
> Modelled, textured, rigged, and animated 4 characters (protagonist + 3 NPC's)
> Created in-game debugger that depicts useful info such as character data and hitboxes
> Architected robust Unreal-style framework in Unity C# to support flexible gameplay
> Created dozens of VFX for combat gameplay involving lightning, ice, and smoke effects
> Authored an ubershader in HLSL to handle eye, skin, and hair shading models for characters

AIRSTRAFE INTERACTIVE — Technical Artist

Aug 2021 - May 2022
Torrance, CA

> Worked closely with art team to create in-engine tools to optimize character art pipeline
> Heavily modified a storebought HLSL Toon shader to fit the artists' needs
> Created a tool for mix-and-match color customization by modifying vertex colors at runtime

BLOOMPUNK — Technical Art Director

Aug 2022 - May 2023
Los Angeles, CA

> Led a team of 7 3D artists to create realistic foliage & steampunk assets
> Authored art bible for Maya, Substance & ZBrush asset standards
> Authored PyQt tools (Maya & Standalone) for asset management and pipeline optimization
> Interfaced with designers so art assets fit gameplay needs; iteration for clarity, size, and color

GRANDMA GREEN — Tools Developer & Technical Artist

Aug 2022 - May 2023
Los Angeles, CA

> Authored an audio tool to assist sound team
> Authored PyQt tools (Maya & Standalone) for asset management and pipeline optimization
> Interfaced with designers so art assets fit gameplay needs; iteration for clarity, size, and color

LEFT ON READ — Two Developer Team

Mar 2020 - Nov 2020
Los Angeles, CA

> Programmed a dynamic dialogue tree that emulated texting, such as deleting and mispelling
> Shipped game on Steam (over 1 million downloads) and fixed bugs as users encountered them