

Sheehan Ahmed

Gameplay Engineer

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sheehanahmed.com

[LinkedIn](#) | [Github](#)

EDUCATION

University of Southern California

BA, Interactive Entertainment

Minor, Video Game Programming

2019—2023

Los Angeles, CA

SKILLS

Programming Languages → Frameworks

C++, C#, Java, Python, HLSL, Lua, Unreal Blueprint
Vulkan, PyQt, WPF, Dear ImGui, Flecs, Monogame

Software/Tools

Unreal Engine, Unity Engine, Blender, Substance Painter, Adobe
Suite, Maya, Houdini, Github, Perforce, Notion, Figma

Relevant Coursework

Data Structures in C++, Professional C++, Linear Algebra, Gameplay
Programming in Unreal C++, Game Prototyping, Directed Research in
Code Architecture, Advanced Game Projects, Discrete Methods in CS

EXPERIENCE

SPOOKULELE

2021-2022

Gameplay Engineering, Creative Direction

Los Angeles, CA

- Directed team of 50 to develop an action-adventure game
- Architected robust Unreal-style framework in Unity C# to support flexible gameplay
- Crafted frame-data editor for designers to adjust hitboxes, damage, and on-hit effects per frame
- Authored AI systems to handle crowding, avoidance, attack scheduling and boss patterns
- Created in-game debugger depicting state data and hitboxes

Airstrafe Interactive

2021—2022

Gameplay Engineering Intern

Torrance, CA

- Authored curve-based mobility tools for designers to adjust dodges, jumps, and dashes
- Created UI front-end options for inventory management, splitting stacks and hotkeys
- Created tooling for color customization via runtime vertex color modification

Bloompunk

2022—2023

Gameplay Engineering & Tools Development

Los Angeles, CA

- Authored multithreaded GPU-based bullet manager supporting 1000's of bullets
- Authored PyQt tools (Maya & Standalone) for asset management and pipeline optimization

Grandma Green

2022—2023

Tools Development

Los Angeles, CA

- Authored a Wwise-adjacent audio tool in-engine to speed up audio iteration
- Authored Standalone PyQt tools to automatically convert Google Sheets narrative to Yarn files