

# Sheehan Ahmed

Graphics & Tools Engineer

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[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

### Airstrafe Interactive

Technical Art Intern

2021—2022

Torrance, CA

- Authored in-engine tools to optimize character art pipeline
- Modified a store-bought HLSL Toon shader to fit the artists' needs
- Created tooling for color customization via runtime vertex color modification

### SPOOKULELE

Graphics Programming, Creative Direction

2021-2022

Los Angeles, CA

- Authored HLSL ubershader to handle eye, skin, and hair shading models
- Authored shaders for rain puddles, damage and wear in a New Orleans environment
- Modeled, textured, rigged, and animated 4 characters (protagonist + 3 NPC's)
- Created dozens of VFX for combat gameplay involving lightning, ice, and smoke effects

### Bloompunk

Technical Art & Tools Development

2022—2023

Los Angeles, CA

- Authored in-engine tools for procedural foliage & grass placement
- Authored PyQt tools (Maya & Standalone) for asset management and pipeline optimization

### Grandma Green

Tools Development

2022—2023

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