

# Shalin Shodhan

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## **Pixar Animation Studios**

2009 – present

Working on shading tools, specifically SLIM, in the production engineering department for multiple feature films

## **Spore API**

Project Lead,  
2008-2009  
Maxis/Electronic Arts

Conceptualized and built the Spore API which lets developers create web applications that use player generated content from Spore. Developed technology for stylistic rendering of animated Spore creatures in 2D.

## **Spore Core Engine**

Graphics Programmer,  
2005-2008  
Maxis/Electronic Arts

Worked on procedural texturing, effects, shaders, materials, real time image processing, high quality tiled rendering, lighting, shadows and depth of field. Baking Technology- automatic UV mapping, texture splatting, ambient occlusion and mesh simplification for procedurally generated game models. Received the Electronic Arts **Technology Achievement Award** in 2006.

## **Experimental Gameplay Project**

Founder, 2005

Developed 50 experimental games at the rate of 1 game per person per week in a four person team. Formulated various rapid prototyping mantras and formed an experimental gameplay community for independent developers.

## **Spore Pre-Production**

Intern, Fall 2004  
Maxis/Electronic Arts

Did research in real time global illumination, soft shadows, various materials and visual effects using programmable hardware shaders. Worked on a 15 person team with game designer Will Wright.

## **Walt Disney Virtual Reality Studio**

Intern, Summer 2004

Built an ocean water system for the "Pirates Online" massively multi player game. Added a programmable shader system and level editing tools (in Python) to their open source 3D engine, Panda3D

## **Indian Space Research (ISRO)**

Intern, 2003

Built OpenGL based stereoscopic visualization and fly through software for 3D feature extraction from large satellite imagery.

## **Presentations & Publications**

*Spore API: Accessing a Unique Database of Player Creativity*, SIGGRAPH 2009  
*Player-Driven Procedural Texturing*, SIGGRAPH 2007  
*How to Prototype a Game in Under 7 Days*, Gamasutra Feature, October 2005  
*Experimental Gameplay Workshop*, Game Developers Conference 2005  
*The Panda3D Engine*, Python Conference 2004

## **Education**

Master of Entertainment Technology, Carnegie Mellon University, 2005

**GPA 4.0 / 4.0**

B.S. in Computer Engineering, L.D. College of Engineering, India, 2003

**GPA 4.0 / 4.0**

## **Skills**

Graphics programming with C/C++ and OpenGL/DirectX, GPU programming  
Specially interested in stylistic rendering and GPU based off screen rendering  
In depth knowledge of Flash (AS3) and scripting/tools expertise with Python  
iPhone development (Objective C/OpenGL ES)