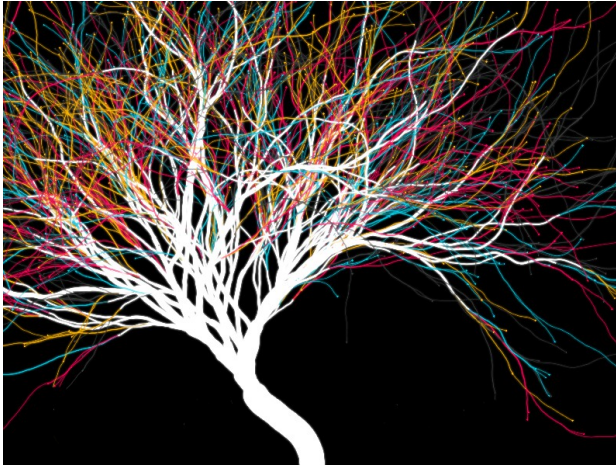


Shalin Shodhan

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Creative Technology Club

Director (2017 – present)

I teach programming and game development to school and college students. My approach is entirely project based. We do visual and interactive projects such as this tree (on the left) which was procedurally generated with code and can have infinite variations. I help school kids crack University level computer science and train college students to launch their game industry careers as independent developers.

Masala Games

Director (2012 - present)

I am a one-man studio creating and publishing games and apps. I do design, art, code, music and marketing for my apps such as Word Mess which has been the #1 word game in 40 countries. While Masala Games started as a side project, it has become my main focus since 2017.



Teal Labs

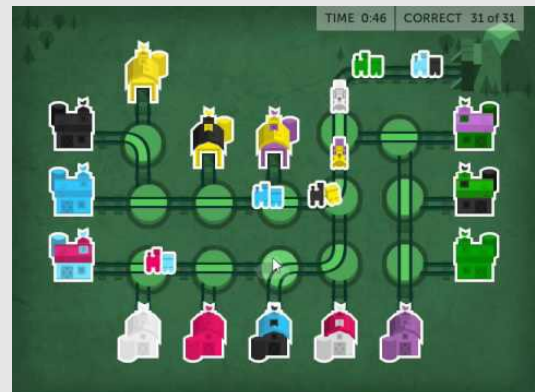
Chief Technology Officer (2016)

We worked closely with Ahmedabad International School to set up their technology program. We built a learning platform called *Cerebro*. *Cerebro* is an adaptive worksheet generator for Math, that reports deep analytics to teachers and parents via a web portal. To drive engagement we created a multiplayer game that the entire middle school can play simultaneously. Each class collaborates amongst itself but competes with other sections and grades.

Lumosity

Principal Game Developer (2014-2016)

Prototyped 15 different brain training games and brought 3 of Lumosity's most popular games to its 80 million users on both web and mobile. Guided junior developers through a rapid prototyping process for new product development.





Pixar Animation Studios

Shading Artist and Tools Lead (2009 – 2014)

Inside Out: Researched new looks and materials for sets depicting the inside of a little girl's mind. Improved upon Renderman's Single Scatter solution to achieve glowing back-lit looks that were later also used for the fish in **Finding Dory**. Mentored junior shading artists and worked on some of the key sets of the film as a shading artist.



Monsters University: I authored a procedural painting Maya plugin called *Monster Paint* that generated paint and fur patterns for 300 different monsters in the film. Helped transition the shading pipeline to a new Global Illumination model.

Shading Tools Lead: Primarily responsible for Pixar's shading tools and pipeline. Introduced Renderman's object oriented "coshaders" to the studio workflow and developed a robust shading variation system called PSets. Supported over 50 artists on 4 concurrent film productions

Spore, Electronic Arts

Software Engineer, Core Engineering Team (2004 – 2009)

I joined the Spore team as Will Wright's intern in 2004. I experienced the entire production cycle of this epic game from prototyping with a 15 person team to shipping with an army of 150 people. I was a part of the core engine team and responsible for a number of the graphics systems in the game. After Spore shipped, I pitched and headed up the Spore API project that let outside developers access Spore creature and player data for their own apps.



Experimental Gameplay Project

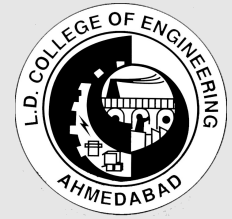
At Carnegie Mellon University, I co-founded the Experimental Gameplay Project which is a rapid prototyping exercise and an exploration-by-implementation of uncharted game design space. Since opening up to the public in 2005, the project has birthed many great games such as World of Goo, Canabalt, Crayon Physics etc.

Education

Master of Entertainment Technology
Carnegie Mellon University, 2005
GPA: 4.0 / 4.0

B.S. in Computer Engineering
L.D. College of Engineering, 2003
GPA: 4.0 / 4.0

Carnegie Mellon



Publications and Presentations

- (1) *Sending 300 Monsters to College*, SIGGRAPH 2014
- (2) Jury member and session chair – SIGGRAPH 2011, *From the Ground Up*
- (3) Jury member and session chair – SIGGRAPH 2010, *APIs for Rendering*
- (4) *Stylized Rendering in Spore*, GPU Pro: Advanced Rendering Techniques, A.K. Peters, 2010
- (5) *Spore API: Accessing a Unique Database of Player Creativity*, SIGGRAPH 2009
- (6) *Player-Driven Procedural Texturing*, SIGGRAPH 2007
- (7) *The Many Ways to Make a Game*, Business Week, 2005
- (8) *How to Prototype a Game in Under 7 Days*, Gamasutra Feature, Oct. 2005
- (9) *Experimental Gameplay Workshop*, Game Developers Conference 2005
- (10) *Entertaining AI*, Game Developers Conference 2005

About me

My background is in Entertainment and Education, which I've always felt are the same thing. It's why I love learning and teaching – they are forms of entertainment. I've had the honor of working on 3 Oscar winning films and a BAFTA winning game. I've worked on apps that have topped App Store charts worldwide. My experience in films, games, apps and education is unique in its breadth and depth and has been accumulated over 14 years. Looking forward, I have two goals:

- 1) Train the next generation of technology wizards
- 2) Create unique games, experiences and tools that delight and educate

