

Shalin Shodhan

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Pixar Animation Studios

Shading Tools Lead,
2009 – present

Primarily responsible for Pixar's shading tools and pipeline. Introduced coshaders to the studio workflow and developed a robust shading variation system. Currently developing new procedural paint technology for characters.

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

- (1) SIGGRAPH Jury member and session chair - APIs for Rendering, 2010
- (2) "Stylized Rendering in Spore" chapter in the book- GPU Pro: Advanced Rendering Techniques, A.K. Peters, 2010
- (3) Spore API: Accessing a Unique Database of Player Creativity, SIGGRAPH 09
- (4) Player-Driven Procedural Texturing, SIGGRAPH 07
- (5) How to Prototype a Game in Under 7 Days, Gamasutra Feature, October 05
- (6) Experimental Gameplay Workshop, Game Developers Conference 05
- (7) The Panda3D Engine, Python Conference 04

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
In depth knowledge of Flash (AS3) and scripting/tools expertise with Python
iPhone development (Objective C/OpenGL ES)