

# Shalin Shodhan

1903 Virginia Street, Apt. #3, Berkeley CA 94709 | shalins@gmail.com | 818-259-4610

**Experience:** **Maxis, Electronic Arts**, June 2005 - present: Graphics Engineer for the game "Spore"  
**Maxis, Electronic Arts**, fall 2004- Research in real time global illumination, soft shadows, various materials and visual effects using programmable hardware shaders. Worked on a 15 person pre-production team with game designer Will Wright  
**Walt Disney Virtual Reality Studio**, summer 2004- Built a real time shader system and developed visual effects for an upcoming Disney massively multiplayer online game  
**Indian Space Research Organization**, spring and summer 2003- Built OpenGL based stereoscopic visualization and flythrough software for 3D feature extraction from large satellite imagery

**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  
'Sangeet Visharad' honorary Bachelor's degree equivalent in Indian Classical Flute

**Academic Projects:** **Experimental Gameplay Project**, spring 2005 – Designer, Programmer in a team of 4  
A rapid prototyping exercise and an exploration-by-implementation of uncharted game design space. I diversified my skills and learnt about making a game fun to play  
**Panda3D**, spring 2004 – Lead Tools Programmer in a team of 4  
We developed a generic scene editor for Disney's open source game engine- Panda3D with advanced tools such as animation blending and editable motion curves  
**GodBlaster**, spring 2004 – Programmer, Modeler, Animator in a team of 2  
A networked 3D real time strategy game where 2 players battle it out over whom God loves most! Built in 3 weeks using C/C++ and OpenGL with all original art and music  
**Summersend**, spring 2004 – Programmer, Animator in a team of 6  
Explored the application of improvisational acting techniques to games and developed a procedural bone control system for dynamic character status manipulation  
**The Merry MIDI Makers**, fall 2003 – Programmer, Modeler, Animator in a team of 5  
An interactive musical experience in virtual reality built in 3 weeks in Panda3D  
**Musical Interactive Networked Experience (M.I.N.X.)**, fall 2003 – Programmer  
A multiplayer networked application where geographically distant people can jam online using MIDI. Built in support of a paper on new interfaces for musical expression

**Papers & Presentations:** 1) *How to Prototype a Game in Under 7 Days*, Gamasutra Feature for October 2005  
2) Experimental Gameplay Workshop, Game Developers Conference 2005  
3) Entertaining AI, Game Developers Conference 2005  
4) The Panda3D Engine, Python Conference 2004