

Sheehan Ahmed

Technical Artist — Graphics & Tools

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[LinkedIn](#) | [Github](#)

PROFESSIONAL EXPERIENCE

Niantic, Inc. (*Pokémon GO*)

2024—

Technical Artist (L4)

San Francisco, CA

- Owned & extended core HLSL shader systems across live mobile production, maintaining compatibility across 1000+ Pokémon character variants
- Designed and implemented performant mobile shaders (water, smoke, VFX) under strict GPU and memory constraints
- Implemented custom UI shaders and rendering solutions for a large-scale Pokédex visual overhaul in a live service environment

Airstrafe Interactive (*Saleblazers*)

2021—2022

Technical Art Intern

Torrance, CA

- Developed in-engine tools to streamline character art workflows and customization pipelines
- Extended and refactored third-party toon shaders, enabling runtime color customization

PROJECTS

SPOOKULELE

2021-2022

Graphics Programming, Creative Direction

Los Angeles, CA

- Designed & implemented a unified PBR HLSL ubershader supporting skin, eye, and hair models
- Authored enviro shaders for puddles, material blending & wear in a stylized New Orleans setting
- Led visual direction and produced character assets (modeling, texturing, rigging)

Bloompunk

2022—2023

Technical Art & Tools Development

Los Angeles, CA

- Authored in-engine tools for procedural foliage & grass placement
- Built PyQt pipeline tools (Maya + standalone) for asset management and production efficiency

SKILLS

Core Strengths	Graphics Programming (HLSL & optimization), Artist-facing Tools, Engine-level Debugging, Art–Engineering Integration
Programming	C++, C#, HLSL/GLSL, Python, Lua
Engines & Tools	Unreal Engine, Unity Engine, Vulkan, Maya, Houdini, Substance, Blender, PyQt, WPF, Dear ImGui, Perforce, Git

EDUCATION

University of Southern California

2019—2023

BFA, Interactive Entertainment — Minor: Video Game Programming

Los Angeles, CA