



SHEEHAN AHMED

Technical Artist & Tools Developer

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[LinkedIn](#)

Education

University of Southern California

- > Bachelor of Arts in Interactive Entertainment
- > Video Game Programming Minor

Aug 2019 - Dec 2023

Los Angeles, CA

Skills

Languages

- > **Programming:** C++ / C# / Python / Java
- > **Scripting:** PyQt / Unreal Blueprints / HLSL

Software

- > **3D:** Maya / ZBrush / Substance Painter / Adobe Suite / Blender
- > **Engine:** Unreal Engine / Unity Engine
- > **Team:** Perforce / Git / Jira / Notion / Figma

Experience & Projects

SPOOKULELE — Creative Director

Apr 2021 - May 2022

Los Angeles, CA

- > Led the creative direction for a team of 50 developing an action-adventure game
- > Modelled, textured, rigged, and animated 4 characters (protagonist + 3 NPC's)
- > Created in-game debugger that depicts useful info such as character data and hitboxes
- > Architected robust Unreal-style framework in Unity C# to support flexible gameplay
- > Created dozens of VFX for combat gameplay involving lightning, ice, and smoke effects
- > Authored an ubershader in HLSL to handle eye, skin, and hair shading models for characters

AIRSTRAFE INTERACTIVE — Technical Artist

Aug 2021 - May 2022

Torrance, CA

- > Worked closely with art team to create in-engine tools to optimize character art pipeline
- > Heavily modified a storebought HLSL Toon shader to fit the artists' needs
- > Created a tool for mix-and-match color customization by modifying vertex colors at runtime

BLOOMPUNK — Technical Art Director

Aug 2022 - May 2023

Los Angeles, CA

- > Led a team of 7 3D artists to create realistic foliage & steampunk assets
- > Authored art bible for Maya, Substance & ZBrush asset standards
- > Authored PyQt tools (Maya & Standalone) for asset management and pipeline optimization
- > Interfaced with designers so art assets fit gameplay needs; iteration for clarity, size, and color

GRANDMA GREEN — Tools Developer & Technical Artist

Aug 2022 - May 2023

Los Angeles, CA

- > Authored an audio tool to assist sound team
- > Authored PyQt tools (Maya & Standalone) for asset management and pipeline optimization
- > Interfaced with designers so art assets fit gameplay needs; iteration for clarity, size, and color

LEFT ON READ — Two Developer Team

Mar 2020 - Nov 2020

Los Angeles, CA

- > Programmed a dynamic dialogue tree that emulated texting, such as deleting and misspelling
- > Shipped game on Steam (over 1 million downloads) and fixed bugs as users encountered them