

# Ivan Spalla

## Game Developer | Technical Artist

San Bruno, CA | PHONE: (872) 228-5989 | EMAIL: ivan@spalla.us | PORTFOLIO: spalla.us

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### TECHNICAL SKILLS

**3D/2D Art:** Maya, ZBrush, Photoshop, Spine, Texture Packer, After Effects

**Programming:** Lua, C#, Python, MEL, Shotgun API, HTML, CSS

**Game Development:** Android, Unity 3D, iOS, AR, VR

**Pipeline Tools:** Git, Perforce, SVN, Jira

### PROFESSIONAL EXPERIENCE

**Playstudios - myVegas (Burlingame, CA):** Technical Artist April 2018 - present

- ❖ Collaborated with a product manager and small team to create engaging new features to encourage players to monetize and explore the application fully. Developed a VIP only "High Roller Room" with unique lobby and progressive jackpot.
- ❖ Reduced technical debt by modifying existing library of games to comply with iPhoneX resolution, eliminating use of unpacked NPOT textures rather than packed sprites, and modifying C# functions which interacted with said textures.
- ❖ Developed a new system to display progress in multiple quests to users, in-slot. This system used proprietary interchangeable Lua and JSON to script dynamic data-driven choreography. Iterated on system and collected feedback from Live Ops in order to give fx artists more creative freedom and greater player interaction in quest dialogues.

**Playstudios - Royal Charm Slots (Burlingame, CA):** Technical Artist June 2017 - April 2018

- ❖ Worked on a multinational team to produce 5+ slot games inspired by King's Royal Games Intellectual Property. Created slots with interactive mini-games like "Shootout Bonus" and "King Pin Bowling Bonus."
- ❖ Worked with Game Designers and Art Directors to realize their vision for games and features. Packed sprite sheets, created prefabs, spine assets, and rough animations to allow FX artists to quickly see their work in editor. Developed dynamic data-driven game choreography in JSON configs.
- ❖ Led effort to localize stylized TextMeshPro texts in 6+ languages across all games in the application.
- ❖ Worked with Quality Assurance Department to ensure engaging, bug free games on all Android on iOS mobile devices.

**Durga Digital Studios (San Rafael, CA):** Technical Director/Render Wrangler Feb 2016 - Jan 2018

- ❖ Utilized gspread, Drive API, and the Shotgun API to develop and maintain tools which dynamically update Shotgun and Google Sheets to prepare folders and tasks per shot layer and monitor shot render status.
- ❖ Resolved issues regarding caches, rendering, and proprietary tools on the animated short "Them Greeks...!"

**Purdue University Envision Center (West Lafayette, IN):** Research Assistant April 2013 - June 2017

- ❖ Worked as a 3D generalist to see projects through the pipeline for video & game production
  - ◆ Project Aldrin - Managed a team to create a cohesive animation for Dr. Buzz Aldrin's presentation on travel to Mars by developing a pipeline management tool, lighting scenes, and establishing rendering standards.
  - ◆ Hangar of the Future - Designed and scripted (C#) an instructional AR and desktop application which demonstrates proper aircraft landing gear maintenance through tutorial, practice, and information modules.
  - ◆ Banana Dash - Finalized UI and game programming with a custom joystick, created a scoring system with audio and visual feedback, and populated the level within Unity

**Purdue Computer Graphics Dept (West Lafayette, IN):** Teaching Assistant Aug 2014 - Dec 2015

- ❖ Resolved student issues within labs, office hours, and via email during CGT 241 (Intro to Animation)
- ❖ Graded student work and provided timely and detailed feedback

### EDUCATION

#### Purdue University

- ❖ Master of Science in Computer Graphics Technology May 2017
- ❖ ACM SIGGRAPH, Chapter President May 2015 - May 2016
- ❖ TBΣ - BΣ Chapter, Vice President of Membership May 2012 - May 2013