

Ivan Spalla

Game Developer | Technical Artist

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

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, Charles, iOS, AR, VR

Pipeline Tools: Git, Perforce, SVN, Jira

PROFESSIONAL EXPERIENCE

Playstudios - myVegas (Burlingame, CA): Front End Engineer December 2019 - present

- ❖ Collaborated with Game Designers, FX artists, and Back End Engineers to develop Lua code which drives game animations, audio, and general choreography based on server-given data.
- ❖ Debugged and created new C# tools and component scripts to improve our existing game engine in terms of memory usage and ease of use for artists and animators. Additionally, created tools to programmatically upgrade assets as our game client upgrades both Unity versions and plug-ins.

Playstudios - myVegas (Burlingame, CA): Technical Artist April 2018 - December 2019

- ❖ Developed a shader and C# script system that supports the use of multiple texture effects on atlased sprites, which ensures all sprites are atlased and the game size is kept small, while not sacrificing visual effects like dissolves and shines.
- ❖ 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 Artists to realize their vision for games. Packed sprite sheets, created prefabs, spine assets, and rough animations. Developed dynamic data-driven game choreography in JSON configs. Fixed bugs found by Quality Assurance to ensure performant games on Android and iOS platforms.
- ❖ Led effort to localize stylized TextMeshPro texts in 6+ languages across all games in the application.

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