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He coauthored OpenGL® Programming Guide, Ninth Edition. Contributing author John Kessenich is language lead on the Vulkan specification and is Senior Compiler Architect at LunarG Inc. He been active in OpenGL, GLSL, Vulkan, and SPIR-V development in the OpenGL ARB and in Khronos since 1999.

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OpenGL Shading Language (GLSL) is a high-level shading language with a syntax based on the C programming language.It was created by the OpenGL ARB (OpenGL Architecture Review Board) to

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give developers more direct control of the graphics pipeline without having to use ARB assembly language or hardware-specific languages.

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