ANNA REID

Los Angeles, CA | [LinkedIn](#) | [Website](#)

SKILLS

Programming: C++, Python, OpenGL, Git, React, HTML, CSS, JavaScript, Jenkins, CMake
Tools: Maya, Presto, Houdini, Universal Scene Description (USD), Jira, Adobe Illustrator & Photoshop, Unity

RELEVANT EXPERIENCE

WALT DISNEY ANIMATION STUDIOS   Los Angeles, CA
Software Engineer, Interactive Visualization   **July 2024 – Present**
Associate Software Engineer, Interactive Visualization   **July 2023 – July 2024**

- Develop pipeline tooling using C++ for two interactive rasterizers: a legacy tool and one built based on Pixar's Hydra architecture.
- Support production requests for features and bug fixes across DCCs including Maya, Houdini, and Pixar's Presto.
- Interface directly with production and technical directors for solving production's pressing issues.
- Implement features for visualization of artistic department-specific tools, including barn door lights, eye reflections, exposure controls, fur visualization, and animation playback.
- Lead development for initiatives, most recently towards enabling Pixar's Hydra 2.0 architecture in internal tooling by default.
- Presented in-development production work at an annual internal conference to professional colleagues.

Software Engineering Intern, Codeforce   **Summer 2022**

- Supported CI/CD tools for software deployment in pipelines for technology teams and production teams.
- Managed DCC versions, software libraries, builds, testing, and collections daily, as well as a highly active production support channel.
- Developed Python scripts and software updates in support of the studio transition from Python 2 to Python 3.
- Studied USD and in-house pipeline tools on this fast-paced studio team.
- Spearheaded 2 intern class events and created weekly Slack spotlights as the appointed Disney Studios Intern Representative.

ADOBE, INC.   San Luis Obispo, CA
Software Engineering Intern, Adobe Sensei - Adobe Custom Solutions   **Summer 2021**

- Developed frontend tools for machine learning image processing using React.js in existing internal tooling.
- Decreased customer report creation time from 1 hour of manual work to a 1 minute export containing hundreds of images.

EDUCATION

California Polytechnic State University, San Luis Obispo (SLO)   **2019 – 2023**

Bachelor of Science in Computer Science, Computing for the Interactive Arts Minor. GPA: 3.935.
Dean's List and President's Honor List. Outstanding Woman in Engineering Award Recipient of the 2023 Graduating Class.

LEADERSHIP

HACK4IMPACT CAL POLY   San Luis Obispo, CA
Co-Executive Director   **Spring 2022 – Spring 2023**

- Led all club operations and initiatives for 100+ club members, recruitment cycles of 150+ students, weekly club project development, bootcamp, and social events in coordination with the leadership board and Cal Poly CS Dept.

Director of Community   **Summer 2021 – Spring 2022**
Technical Lead and Director of Finance   **Spring 2020 – Summer 2021**
Software Engineer   **Winter 2019 – Spring 2020**

CAL POLY ANIMATION CLUB
Vice President   **Spring 2021 – Spring 2023**

- Established club in 2021 with 40+ members. Organized weekly meetings including industry speakers and animation education.

PROJECTS

Life on Pluto Adventure Game   **Spring 2022**

- Designed a game with a team of 3 using OpenGL, C++, and Maya where the player is a rocket flying to Pluto.
- Implemented view frustum culling, shadow mapping, particle systems, and audio with SoLoud and MiniAudio.

Life VR Experience   **Spring 2022**

- Created a VR experience in Unity, Oculus, Substance Painter, Blender, Mixamo, and PlasticSCM with 3 classmates.