
Derrick Auyoung

Animation/VFX Software Engineer

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SKILLS

- Strategic Product Planning
- Animation Workflow Optimization
- Leadership of Cross-Disciplinary Teams
- Data-Driven Product Insights
- Innovative Tool and Software Development (Python, C++)
- Stakeholder Engagement

EXPERIENCE

Wētā FX, Remote - *Domain Technology Staff Software Engineer*

May 2025 - Present

- Python & C++ Development for Tools and Pipeline for Animation and Adjacent Departments

Wētā FX, Wellington, NZ - *Domain Technology Engagement Supervisor*

OCT 2024 [Post Unity Reorg] - May 2025

- Aligned technology and production teams to bridge creative needs with technical solutions, optimizing workflows.
- Translated complex requirements into actionable strategies, fostering cross-discipline collaboration.
- Applied root-cause analysis and lean methods to eliminate inefficiencies and increase tool stability, boosting user satisfaction by 20%.

Weta Digital/Unity, Wellington, NZ - *Head of Motion R&D*

MAY 2016 - OCT 2024

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- Shaped the strategy for motion and animation tooling by identifying trends and driving adoption of next-gen solutions.
 - Collaborated with leadership to align tool improvements with user workflows and company objectives.
 - Owned animation technology roadmaps, prioritizing features based on user feedback, time criticality, feasibility, and strategic impact.
 - Leveraged adoption metrics and performance data to inform iterative improvements and long-term growth.
 - Led a team of 15 engineers and two team leads to deliver tools for blockbuster franchises like *Avatar*, *Planet of the Apes*, and *Avengers*.
 - Led engineers to port VFX Animation pipeline data to Unreal Engine for the *Meerkat* experience, *The Matrix Awakens*, *Fortnite* and *Overwatch* shorts.
 - Communicated complex workflows as actionable insights for executives and stakeholders, securing alignment and buy-in.

Weta Digital, Wellington, NZ - Lead Animation TD, Animator

NOV 2006 - MAY 2016

- Developed and maintained animation tools for Maya and publishing workflows, streamlining scene setup and enhancing productivity.
- Conducted user testing with animators to refine tools, addressing usability challenges and evolving production needs.
- Led the creation of next-gen motion pipeline tooling, *Chronos*, integrating new scene description and fostering cross-team alignment.
- Contributed as a character animator on *Rise of the Planet of the Apes*.

Rhythm & Hues, Los Angeles, CA - Lead Animation Layout TD, Animator, Pipeline TD

JUN 2003 - NOV 2006

- Developed tools and systems that streamlined production and scene assembly workflows, increasing productivity for layout artists and animators on films: *The Chronicles of Narnia* and *The Ring 2*
- Contributed as an animator for *Night at the Museum*

CERTIFICATION

- Certificate of Professional Scrum Product Owner, August 2021
- Certified Unity Hiring Manager at Social Talent, April 2023

EDUCATION

UCLA, Los Angeles, CA - *B.S., Computer Science*

SEP 1999 - JUN 2003

Major in Computer Science with a Minor in *Design | Media Arts* and concentration in *Film and Computer Animation*