

# EMILEE CHEN

## CONTACT

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Emeryville, CA

## SKILLS

### LANGUAGES

Python      C++  
HTML/CSS    Javascipt

### ART PROGRAMS

Houdini      Maya  
Photoshop    Sketch

## ETCETERA

Polaroid photographer.  
Snail mailer.  
Avid maker.

## WORK EXPERIENCE

TOOLS ENGINEER RESIDENT | PIXAR ANIMATION STUDIOS  
JUN 2017 - PRESENT

TOOLS ENGINEER INTERN | PIXAR ANIMATION STUDIOS  
MAY - NOV 2016

Created and optimized plugins and other tools for Houdini with workflow, and functionality decisions made based on input from technical directors. Worked with creators of existing tools to improve and build upon pipeline functionality for Houdini and Katana for use in production.

SOFTWARE ENGINEER INTERN | INTEL CORPORATION  
JUN - AUG 2015

Designed and implemented an interactive web interface using Angular-Meteor and Amazon Web Services to collect, interpret, and display data from various body sensors comprehensively to create a worker safety platform.

## EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY  
B.A. Computer Science, Minor in Art Practice  
Received August 2017, GPA: 3.41

### RELEVANT COURSEWORK

Computer Graphics, Image Manipulation and Computational Photography, Machine Learning, Artificial Intelligence, Advanced Animation

## PROJECTS

FLOCKING SIMULATION  
MAY 2017

<http://emileechen.com/projects/flocking/>

Researched and created the simulation of flocking boid behaviour through cohesion, alignment, and separation steering forces using Java Processing.

### AND MORE

<http://emileechen.com/>