

EMILEE CHEN

& SOFTWARE ENGINEER
TECHNICAL DIRECTOR

510 509 8125
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SKILLS

CORE

QT UI/UX
Git Shotgun
Web Dev/Design

LANGUAGES

Python Javascript
C++

SOFTWARE

Katana Houdini
Maya Unity
Photoshop Sketch

VOLUNTEERING

DE&I COUNCIL MEMBER

At Laika; 2021

GIRLS WHO CODE MENTOR

2019, 2018

ET CETERA

Seamstress
Polaroid photographer
Snail mailer
Cat mom

WORK EXPERIENCE

PIPELINE TECHNICAL DIRECTOR

laika

JULY 2020 - PRESENT

- Maintain and develop software to streamline practical and digital asset fabrication workflows.
- Collaborate with production management to streamline cross departmental scheduling by creating task-dependency visualizations and other tools.
- Create tooling to manage asset publishing workflows (file system organization, workfile management, media processing, etc.)
- Support artists by identifying workflow pain points and providing solutions.
- Bring intuitive digital workflows to traditionally non-digital departments, such as costume design and fabrication.

PIPELINE TECHNICAL DIRECTOR

blizzard entertainment

JULY 2018 - JULY 2020

- Developed and maintained studio wide tools and frameworks.
Examples: ▶ Asset validation framework
▶ QT and command line tool framework
- Designed the Katana Farm API for the studio transition to Katana.
- As the designated Show TD, worked with show and department supervisors to provide technical support and act as the liaison between tech and production.

CROWDS TOOLS ENGINEER RESIDENT

pixar animation studios

JUNE 2017 - JUNE 2018

- Developed crowds tools for Houdini and Presto.
Examples: ▶ Variable terrain foot simulation solver
▶ Scripts for wrangling motion capture data
- Created a variant crowd generator for art direction review using USD.

PROJECTS

CLOTH SIMULATION ARTIST

sonder, soba productions (short film)

FEBRUARY - APRIL 2018

<http://www.sondershortfilm.com/>

- Contributed as an artist to the Unity rendered, award winning short film through simulating cloth and shot sculpting in Maya.
- Worked in an entirely online studio environment via video conferences.

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

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