

EMILEE CHEN

& SOFTWARE ENGINEER
TECHNICAL DIRECTOR

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SKILLS

CORE

QT UI/UX
Git Perforce
Web Design/Development

LANGUAGES

[Python](#) C++
HTML/CSS JavaScript

SOFTWARE

Katana Houdini
Maya Unity
Photoshop Sketch

VOLUNTEERING

GIRLS WHO CODE MENTOR

2019, 2018

ET CETERA

Seamstress
Polaroid photographer
Snail mailer
Cat mom

WORK EXPERIENCE

PIPELINE TECHNICAL DIRECTOR

blizzard entertainment

JULY 2018 - PRESENT

- Maintain and develop studio wide tools and frameworks.
Examples: ▶ Rewriting the asset validation framework
 ▶ Contributing to the QT and command line tool framework
- Write the Katana Farm API for the studio transition to Katana.
- Support artists and other TDs with technical issues, debugging, etc.
- As the designated Show TD, work 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.
- Contributed crowds tools to Pixar's open source USD libraries.

FX TOOLS ENGINEER INTERN

pixar animation studios

MAY - NOVEMBER 2016

- Created and optimized plugins and other tools for FX in Houdini with workflow and functionality decisions made based on input from artists.
- Worked with developers of existing tools to improve and build upon pipeline functionality for Houdini and Katana for use in production.
- Designed and implemented a 48fps workflow from Houdini to Katana.

PROJECTS

CLOTH SIMULATION ARTIST

sonder, soba production (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