

# EMILEE CHEN

## SOFTWARE ENGINEER

+1 510 509 8125  
emilee.ty.chen@gmail.com  
[emileechen.com](http://emileechen.com)  
Emeryville, CA

## SKILLS

### CORE

Git, Perforce  
Web Development  
Qt

### LANGUAGES

Python      C++  
HTML/CSS    Javascript  
Lua

### ART PROGRAMS

Houdini      Maya  
Photoshop    Sketch

## ET CETERA

Polaroid photographer.  
Snail mailer.  
Avid maker.

## WORK EXPERIENCE

### TOOLS ENGINEER RESIDENT | PIXAR ANIMATION STUDIOS

JUN 2017 - PRESENT

Developing crowds tools for Houdini and Presto (Pixar's proprietary animation software), including creating crowd simulation solvers, writing scripts for wrangling motion capture data, and contributing to Pixar's open source USD libraries.

### TOOLS ENGINEER INTERN | PIXAR ANIMATION STUDIOS

MAY - NOV 2016

Created and optimized plugins and other tools for FX in 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.

## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. Computer Science, Minor in Art Practice

Received August 2017, GPA: 3.41

Foundations of Computer Graphics, Image Manipulation and Computational Photography, Advanced Computer Graphics Algorithms and Techniques, 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 ON MY WEBSITE