

# IRENE WENG

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## education

**Carnegie Mellon University**  
*Bachelor of Computer Science and Arts*  
August 2014 – May 2018  
3.1 / 4.0 GPA

## skills

C, C#, C++, JavaScript, Python, SML  
HTML5, CSS, Processing  
LaTeX, MATLAB

Adobe CC: AfterEffects, Animate,  
Illustrator, Photoshop, Premiere

Maya, Unity, Final Cut Pro X

## fun stuff

### Why Am I Like This

Spring 2018 – Present

Interactive visual novel/dating simulator navigating the cultural identity of a young Asian-American woman.

Gameplay explores personal struggles and experiences scattered throughout young adulthood in a choose-your-own-adventure format with multiple endings.

### The Fault in our Death Stars

Spring 2017

Semi-autobiographical comic chronicling an exciting new job, first relationship, and living independently in a vibrant, unfamiliar city. Published as a digital and physical zine.

### WRCT Pittsburgh 88.3 FM

January 2017 – May 2018

## related coursework

### CS & HCI

Game Design for Crowd & Cloud  
Crowd Computing  
Social Web

### Animation & Arts

Animation Art & Technology  
Expanding the Graphic Novel  
Social History of Animation

## experience

### Quality Assurance Intern

*Cartoon Network*

September – December 2018

Atlanta, GA

Create and maintain testing plans, reproduce and document bugs, test new content on CartoonNetwork.com, assist in the day-to-day testing of new iOS, Android, and Amazon games, and help conduct and analyze group play-tests with children for new game releases.

### Teaching Assistant

*CMU School of Computer Science*

August – December 2017

Pittsburgh, PA

15-104: Computing for Creative Practice is an introductory programming fundamentals studio taught in p5.js, a client-side JavaScript library. The course emphasizes interactivity, generative media, and functional abstraction, using student code as the medium of art and design.

Responsibilities each week included leading recitations, holding office hours, mentoring and grading student work, and helping develop course materials with the professor and other teaching assistants.

### Software Engineering Intern

*CA Technologies*

June – August 2017

Santa Clara, CA

Configured an identity provider authentication service to CA's Application Performance Management internal web application, designed logo and icons for UnFit, an internal fitness application beta for iOS and Android, and helped implement and troubleshoot user experience tutorials for various products.

### Technical Training Intern

*Industrial Light & Magic, Lucasfilm Ltd.*

June – August 2016

San Francisco, CA

Supported departmental workflow for ILM's global artist base, updated the technical reference library and online content management system, helped implement new scheduling and calendaring softwares for the Studio Talent Group training programs, and edited internal video content and documentation.

## selected projects

### Applesauce

*2-Minute 3D Animated Short*

March – May 2018

Maya, AfterEffects, Photoshop

Whimsical story following a fresh Apple as he searches for adventure and encounters his first human, created by a group of six under a typical pipeline workflow. Individual roles included background painting, facial animation, compositing, and post-production editing.

### Duet Master

*Interactive Game Experience*

October – December 2017

Unity, Photoshop

Rhythm game prototype for visually-impaired gamers and streamers. Worked on a team of four to design and play-test multiple iterations focused on sensory input, including custom sound effects and Twitch integration for better audience engagement and feedback.