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 — September – December 2018
Cartoon Network — Atlanta, GA

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

Teaching Assistant — August – December 2017
CMU School of Computer Science — 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 — June – August 2017
CA Technologies — 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 — June – August 2016
Industrial Light & Magic, Lucasfilm Ltd. — 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 — March – May 2018
2-Minute 3D Animated Short — 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 — October – December 2017
Interactive Game Experience — 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.