irene weng

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experience.

Walt Disney Animation Studios
General Technical Director
jan 2021 - present

- Authored and converted internal Maya XGen scripts, toolsets and GUIs to new USD pipeline
- Integrated slack notifications into asset pipeline to streamline extraction updates for downstream departments and production management
- Supported artists to resolve technical issues during transition to various USD products and workflows

Credits: Encanto, unannounced 2022 feature

Assistant Technical Director
apr 2019 - dec 2020

- Developed new tools and frameworks to improve departmental workflows and artist efficiency
- Provided technical support and implemented bug fixes for artists with data and pipeline issues
- Monitored render farm and resolved hanging or exited frames

Credits: Frozen II, Raya and the Last Dragon

Technical Director Trainee
jan - apr 2019

- Designed and implemented an animation production pipeline on Pixar's USD software
- Wrote scripts to pass data through modeling, rigging, look development, layout, animation, and lighting

Cartoon Network
Quality Assurance Intern
sept - dec 2018

- Tested play-throughs and documented bugs for new and unreleased iOS, Android, and Fire OS games
- Iterated and improved upon gameplay experience with developers and producers

**Carnegie Mellon
School of Computer Science**
Teaching Assistant
aug - dec 2017

15-104: Computing for Creative Practice is a creative programming fundamentals course taught in p5.js with an emphasis on interactivity, generative media, and functional abstraction.

- Led recitations and held office hours twice a week
- Mentored and graded student homework and projects

CA Technologies
Software Engineering Intern
jun - aug 2017

- Configured identity provider authentication service to CA's internal application performance software
- Implemented and troubleshooted UX tutorials for various products

education.

Carnegie Mellon University
Bachelor of Computer Science and Arts
aug 2014 - may 2018

skills.

Programming Languages:
Python, C, C#, JavaScript, HTML, CSS, Processing

Tools & Software:
Maya, Houdini, Nuke, Unity, USD, Jira, Git, Adobe Creative Suite