# irene weng

https://ireneri.me
ireneylzr@gmail.com
linkedin.com/in/ireneri

## experience.

### Assistant Technical Director
Walt Disney Animation Studios
apr 2019 - present

Developing tools to improve artist workflows and serving as front-line production support for data management and pipeline infrastructure issues.
Collaborating with artists and software engineers to build studio-wide technology initiatives.
Credits: *Frozen II, Raya and the Last Dragon*

### Technical Director Trainee
Walt Disney Animation Studios
jan - apr 2019

Designed and implemented an animation production pipeline on Pixar's USD pipeline framework that covered modeling, rigging, look development, layout, animation, and lighting with four other general TD trainees.

### Quality Assurance Intern
Cartoon Network
sept - dec 2018

Conducted and documented testing on new and unreleased iOS, Android, and Fire OS games and worked alongside producers and developers to iterate and improve upon gameplay experience.

### Teaching Assistant
Carnegie Mellon's Computer Science Department
aug - dec 2017

Led recitations, held office hours, and mentored student projects for 15-104: Computing for Creative Practice, a programming fundamentals course for creatives taught in p5.js that emphasizes interactivity, generative media, and functional abstraction.

### Software Engineering Intern
CA Technologies
jun - aug 2017

Configured an identity provider authentication service to CA's Application Performance Management software and helped implement and troubleshoot UX tutorials for various products.

### Technical Training Intern
Industrial Light & Magic
jun - aug 2016

Supported departmental workflow tools for ILM's global artist and engineer base, updated internal videos and the technical reference library, and integrated new software for training programs.

## education.

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

## skills.

coding languages:
Python, C, C#, JavaScript, HTML, CSS, Processing

graphics & vfx software:
Maya, Houdini, Nuke, Unity

adobe creative cloud:
AfterEffects, Illustrator, Photoshop, Premiere