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

coding languages:

skills.

Python, C, C#, JavaScript, HTML, CSS, Processing

graphics & vfx software:

Maya, Houdini, Nuke, Unity

adobe creative cloud:

AfterEffects, Illustrator, Photoshop, Premiere