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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.

Building studio-wide technology initiatives in collaboration with artists and software engineers.

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