WENDY CHEN - Character Shading TD & Software Engineer
Seeking opportunities in LookDev, experience as Technical Artist and Software Engineer
(Please contact me (wenchenme@gmail.com) to discuss viewing my professional work on 'Inside Out 2'.)

WORK EXPERIENCE
PIXAR - CHARACTER SHADING TECHNICAL DIRECTOR
Emeryville, CA, September 2022 - June 2023
- Recreate Anger's look and use his look as base for other emotion characters. Part of team tasked with recreating sugar particles from original 'Inside Out' but no longer with older technology using Maya XGen and Renderman Reyes. Helped design new approach using Houdini to generate particle geometry and shading/normal signals for Renderman RIS.
- Recreate Mom's look. Texture painting in Mari and skin material network setup in Flow, Katana.
- Worked on variety of characters for 'Inside Out 2', both primary and bg; set up library materials (ie. HumanSkin, EmotionParticles, etc) and mouth darkening approach

PIXAR - SHADING TOOLS SOFTWARE ENGINEER
Emeryville, CA, July 2017 - Present (2023)
- Development work in C++/Python on in-house application Flow which authors USD shading data; support rest of the shading pipeline for characters/sets including workflows in Mari, Katana.
- USD shader library workflows for sharing materials and groups. Improve/extend workflows around published groups, which allow artists to define smaller packages of networks for reuse.
- UsdShade/PupShade - Implement internal PupShade classes to match 1:1 with their UsdShade schema counterparts; allows Flow to directly read/write USD w/o data transforms.
- Shading variant workflows via USD variant sets to author opinions per shading variants on assets

BLUE SKY STUDIOS - PRODUCTION ENGINEERING INTERN
Greenwich, CT, June 2016 - August 2016
- Pipeline engineering experience for production; includes web applications, proprietary tool packages, and Maya plug-ins. Web application using Django framework for bookmarkable searches through all studio users. Developed tool package to copy shots for archiving and performance testing. Developed a suite of Maya plug-ins for geometry reduction when converting high-poly 3D models into layout sets. Tool demo: vimeo.com/197583634

WALT DISNEY ANIMATION STUDIOS - ART & PRODUCTION INTERN
Burbank, CA, June 2015 - August 2015
- Created team short film "Brew". Learned CG production pipeline, Maya and Disney proprietary tools. Textured models and animated shots. Specialized in lookdev of main assets, including teabag and teapot. Selected shots: vimeo.com/197583926 (Password: chendy)

EDUCATION
YALE UNIVERSITY - B.S. COMPUTER SCIENCE
New Haven, CT, 2013 - 2017
- 3.73 GPA. Courses in systems programming, parallel programming, operating systems, distributed systems, data structures, algorithms, computer graphics, 3D fabrication, discrete mathematics, linear algebra, animation, painting, photography, graphic design, drawing.
- Teaching Assistant: Parallel Programming (Spring 2017), Computer Graphics Freshman Seminar (Spring 2016)

PORTFOLIO / LINKS
- wendychendy.com - Online portfolio for all work. Best experience in Chrome.
- Demo Reel (Winter 2016) - vimeo.com/197571244 (Password: chendy)
- "Where I'll Go" Short (Winter 2015) - vimeo.com/153717699

CONTACT
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