

**WENDY CHEN - Character Shading TD & Software Engineer**

Seeking opportunities in LookDev, experience as Technical Artist and Software Engineer  
(Please contact me ([wenchenme@gmail.com](mailto:wenchenme@gmail.com)) to discuss viewing my professional work at Pixar.)

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**WORK EXPERIENCE****PIXAR - CHARACTER SHADING TECHNICAL DIRECTOR**

Emeryville, CA, September 2022 - June 2023

- Character shading for 'Inside Out 2', both primary and bg; set up reusable shading via early development on material libraries (eg. HumanSkin, EmotionParticles, etc) and mouth darkening approach on shared topology characters
- 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.

**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; development of workflows such as shading variant workflows, shader library and group workflows for sharing/reuse of shading networks, multi-asset workflows for future shading in shots, etc
- Debugging shading and USD opinion composition across shading pipeline for assets and shots
- Support shading pipeline for characters/sets including workflows in Mari, Katana, Houdini, Flow

**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](https://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](https://vimeo.com/197583926) (Password: chendy)

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**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)

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**PORTFOLIO / LINKS**

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

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**SKILLS / SOFTWARE**

C/C++, Python, USD, Katana, Houdini, Mari, Presto/Flow (in-house), Maya

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**CONTACT**

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