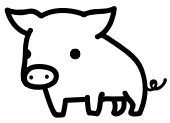

WENDY CHEN
PICTURES AND CODE

Seeking work as technical director/artist, pipeline engineer, VR developer

EDUCATION

YALE UNIVERSITY
B.S. Computer Science (New Haven, CT, 2013 - present)
Expected graduation May 2017. 3.73 GPA. Pursuing studies in computer graphics and visual arts. Completed 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.

WORK

BLUE SKY STUDIOS
Production Engineering Intern (Greenwich, CT, June 2016 - August 2016)
Developed features for production tools, including web applications, proprietary tool packages, and Maya plug-ins. Wrote a web application using Python-Django framework for bookmarkable searches through all studio users. Developed a tool package for copying shots for archiving and performance testing. Developed Maya geometry reduction tool to convert high-poly 3D models into layout sets.

▪ **Geometry Reduction Toolkit (Python, Maya)**
Developed toolkit that has been deployed for production use at the studio. Solved pipeline problem of reducing layout geometry between Modeling and Layout departments. With tool, artists can reduce triangles by factor of ten to hundreds in minutes. Tool demo: **vimeo.com/197583634**

YALE UNIVERSITY
Graphics, Parallel Programming TA (New Haven, CT, Spring 2016, present)
Previously TA for Julie Dorsey's computer graphics freshman seminar, Spring 2016.
Currently TA for Andrew Sherman's parallel programming course, Spring 2017. Teaching and grading responsibilities. APIs: OpenMPI, OpenMP, CUDA. Topics: matrix multiplication, gravitational N-body simulation, rejection sampling area estimation, GPU programming.

WALT DISNEY ANIMATION STUDIOS
Art & Production Intern (Burbank, CA, June 2015 - August 2015)
Created short film "Brew" with team about a teabag who escapes capture from teacups and ruling teapot. Learned CG production pipeline, Maya and Disney's proprietary tools. Textured models and animated shots. Specialized in look development of main assets, including the teabag and teapot.

▪ **"Brew" CG short film (Maya, Disney proprietary tools)**
Textured teabag, teapot, and temple models. Researched reference materials, painted textures by hand, learned Disney's proprietary texturing tool, and maintained look stability for assets sent downstream in pipeline. Selected shots: **vimeo.com/197583926** (Password: chendy)

PROJECTS

PATH TRACER AND RAY TRACER
Rendering projects in k-d tree acceleration, GPU parallelization, Monte Carlo integration, sampling.
Ray tracer acceleration (JavaScript): **vverovvero.github.io/CPSC-290-index/**
GPU parallelization (C, CUDA): **vverovvero.github.io/CPSC-424-index/**
Unidirectional path tracer (C): **vverovvero.github.io/cs490fa-index/**

"DON'T BLINK" VR GAME
Virtual Reality horror game developed with team for Oculus Rift in Unity (C#). Gameplay is survive-the-night style, where the player is a child in bed with only a flashlight that can freeze monsters, crawling ever closer as the night progresses. More info: **vverovvero.github.io/CPSC-439-index/**

"WHERE I'LL GO" SHORT FILM
2D animated short with a focus on environments, atmosphere, and world-building. Follows a lone character through a winter world. View: **vimeo.com/153717699**

PORTFOLIO

wendychendy.com Online portfolio for all work. Creative work, software engineering.
github.com/vverovvero Repositories for project source code.
Demo Reel **vimeo.com/197571244** (Password: chendy)

SKILLS

Languages & Software C/C++, HTML, CSS, JavaScript, Python, Maya, Photoshop, Unity

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