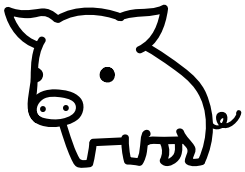

WENDY CHEN
PICTURES AND CODE

EDUCATION

YALE UNIVERSITY
B.S. Computer Science (New Haven, CT, 2013 - present)
Expected graduation May 2017. 3.72 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 algerbra, 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 Django framework for bookmarkable searches through all studio users. Developed a tool package for copying 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**

YALE UNIVERSITY
Teaching Assistant (New Haven, CT, Spring 2016, present)
Previously TA for Julie Dorsey's computer graphics freshman seminar, Spring 2016.
Currently TA for Julie Dorsey's digital photorealism seminar, Spring 2017.

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. Selected shots: **vimeo.com/197583926** (Password: chendy)

PROJECTS

VIDEO MODE IN MCERTIKOS
Partner project for enabling video mode in mCertiKOS (operating system developed at Yale). Responsible for VGA 4-planar color mapping, system calls for timing frames, and sprite animation.
More info: **vverovvero.github.io/CPSC-422-index/**

DISTRIBUTED GRAPH STORE
Designed and implemented various versions of a graph store: durable on-disk graph, replicated graph, and partitioned graph. More info: **vverovvero.github.io/CPSC-426-index/**

PATH TRACER AND RAY TRACER
Acceleration and GPU parallelization for ray tracing, Monte Carlo integration for path tracing.
Ray tracer acceleration: **vverovvero.github.io/CPSC-290-index/**
GPU parallelization: **vverovvero.github.io/CPSC-424-index/**
Unidirectional path tracer: **vverovvero.github.io/cs490fa-index/**

"DON'T BLINK"
Virtual Reality horror game developed with team for Oculus Rift in Unity. 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"
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. Best experience in Chrome.
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

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