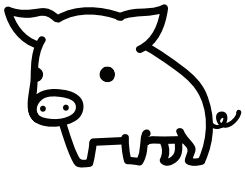

WENDY CHEN

PICTURES AND CODE

EDUCATION

YALE UNIVERSITY

B.S. Computer Science (New Haven, CT, 2013 - present)

Expected graduation May 2017. 3.64 GPA. Pursuing studies in computer graphics and visual arts. Completed courses in systems programming, data structures, algorithms, computer graphics, discrete mathematics, linear algerbra, animation, painting, photography, graphic design, drawing. Currently taking courses in parallel programming, software engineering, 3D fabrication.

WORK

YALE COMPUTER GRAPHICS LAB

Research Assistant (New Haven, CT, Spring 2016 - present)

Assists in data collection and testing for 3D sketching software developed by the lab. Advisors: Professor Julie Dorsey, Professor Holly Rushmeier, Dr. Victoria Rudakova. Project details: **https://github.com/vicrucann/dura-europos-insitu**

ARCH 009/CPSC 078 SEE IT, CHANGE IT, MAKE IT

Peer Tutor (New Haven, CT, Spring 2016 - present)

Undergraduate teaching assistant for Professor Julie Dorsey's interdisciplinary freshman seminar on architecture and 3D computer graphics. Assists in-class demos and holds office hours.

WALT DISNEY ANIMATION STUDIOS

Art & Production Intern (Burbank, CA, June 2015 - August 2015)

Created short film "Brew" with team of interns. Film was an Indiana Jones style story about a teabag who escapes capture from teacups and their ruling teapot. Learned CG animation production pipeline using Maya and Disney's proprietary tools. Textured 3D models and animated shots. Specialized in look development of main assets, including the teabag and teapot.

YALE SOCIAL ROBOTICS LAB

Student Researcher (New Haven, CT, May 2015 - June 2015)

Programmed MyKeepOn robot idling animations. Created preliminary designs for museum exhibit showcasing human-robot interaction through the use of toy robots that mimic the viewer's movements. Set up and maintained 3D printer.

PROJECTS

ACCELERATED RAYTRACER

Accelerated a raytracer by implementing a k-d tree. Solved problems with space partitioning and determining intersections between scene objects and bounding boxes. Measured amount of acceleration achieved, and used raytracer to produce gallery of geometry-heavy pictures.
For further documentation: **http://vverovvero.github.io/CPSC-290-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 it in my portfolio under 'animation'.

PORTFOLIO

www.wendychendy.com

Self-designed and programmed an online portfolio for animation, code, painting, graphic design, and photography. Due to ongoing development, please open in Chrome.

https://github.com/vverovvero

Repository of project source code, and samples of C code written for coursework.

SKILLS

PROGRAMMING LANGUAGES

C, HTML, CSS, JavaScript, Python, Racket

SOFTWARE

Photoshop, Illustrator, InDesign, Maya

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