

WENDY CHEN

Software Engineer & Character Shading TD

CONTACT / REEL

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Demo Reel (Fall 2025): <https://vimeo.com/1139509074>

Please contact me for password.

WORK EXPERIENCE

PIXAR - SOFTWARE ENGINEER, SHADING

Emeryville, CA, July 2017 - Present

- Developed material editing for multi-shot lighting tool (Luna in Presto), implemented via USD representation and Hydra scene index backend. New UI tooling in Presto to support artist-friendly authoring workflows.
- Developed in-house shading application (Flow), leveraging C++/Python and USD for Pixar's shading pipeline. Key projects include—parent-child material authoring, shading variant authoring, grouping workflows, public interface crafting, and shader library authoring.
- Expert in core technologies—USD, Hydra, application programming (Presto, Flow).

PIXAR - CHARACTER SHADING TECHNICAL DIRECTOR ('INSIDE OUT 2')

Emeryville, CA, September 2022 - June 2023

- Shading on primary emotions—developed particle-based shading solutions in Houdini and Flow for Anger's "sugar particles" look in *Inside Out 2*. VEX scripting in Houdini.
- Shading on secondary humans—developed Mom's skin shading via texture painting in Mari and skin material network setup in Flow, Katana.
- Strong production-related technical skills—debugging shots/assets, Python scripting, website setup, technical documentation, etc.

BLUE SKY STUDIOS - PRODUCTION ENGINEERING INTERN

Greenwich, CT, June 2016 - August 2016

- Pipeline engineering experience—web apps and Maya plugins. Eg. geometry reduction Maya tool demo: vimeo.com/197583634

WALT DISNEY ANIMATION STUDIOS - ART & PRODUCTION INTERN

Burbank, CA, June 2015 - August 2015

- Group short film "Brew" in Disney's CG production pipeline, specialized in lookdev of hero assets. Selected shots: vimeo.com/197583926 (Password: chendy)
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EDUCATION

YALE UNIVERSITY - B.S. COMPUTER SCIENCE

New Haven, CT, 2013 - 2017

- 3.73 GPA. Coursework: systems programming, parallel programming, OS, distributed systems, data structures, algorithms, computer graphics, 3D fabrication, discrete mathematics, linear algebra, multivariable calculus
 - Teaching Assistant: Parallel Programming (Spring '17), Computer Graphics Freshman Seminar (Spring '16)
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SKILLS / SOFTWARE

- C/C++, Python, USD, Hydra, Presto, Flow, Katana, Houdini, Mari, Maya, Procreate, Photoshop
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ADDITIONAL LINKS

Portfolio: wendychendy.com

LinkedIn: <https://www.linkedin.com/in/wendywentingchen/>

ArtStation: <https://www.artstation.com/wendyyychan>