WENDY CHEN
Senior Software Engineer / Character Shading TD

CONTACT / REEL
Cell: (818) 519-1573 | Email: wenchenme@gmail.com
Demo Reel (Fall 2025): https://vimeo.com/1139509074
Please contact me for password.

WORK EXPERIENCE
PIXAR – Senior 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)

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)

SKILLS / SOFTWARE
- C/C++, Python, USD, Hydra, Luna, 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