

WENDY CHEN

Senior Software Engineer / Technical Director

CONTACT / REEL

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Demo Reel (Fall 2025): <https://vimeo.com/1139509074> (password: doremi123)

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SUMMARY

Senior Software Engineer and Technical Director with 9+ years at Pixar Animation Studios bridging graphics engineering and feature animation production. Experienced building USD/Hydra-based tools, shading workflows, and artist-facing applications.

EXPERIENCE

Pixar | Emeryville, CA | July 2017 – Present

Global Technology Technical Director | August 2026 – Present

Current production assignment on *Incredibles 3*.

Senior Software Engineer, Shading | July 2017 – July 2026

- **Architected and led development of Leonardo**, a new procedural shading system at Pixar built on USD/Hydra with a Houdini frontend, establishing a new workflow for authoring procedural materials independent of generated input signals. Partnered with shading, lighting, and FX artists to define production workflows and requirements.
- **Designed new procedural material editing workflows** in Pixar's next-generation lighting application (Luna), integrating Presto with new USD/Hydra artist-facing workflows.
- **Developed core material authoring and shading workflows** for in-house shading application (Flow), supporting character and environment production across multiple feature films.

Character Shading Technical Director (*Inside Out 2*) | September 2022 – June 2023

- **Developed procedural particle shading techniques** in Houdini and Flow for Anger's signature crystalline "sugar particle" appearance.
 - **Developed skin shading networks and texture workflows** for hero human characters using Mari, Flow, and Katana.
 - **Provided production technical support** through debugging and pipeline tooling.
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EDUCATION & EARLY CAREER

Yale University – B.S. Computer Science | New Haven, CT | 2013 - 2017 | 3.73 GPA

Blue Sky Studios – Production Engineering Intern | Greenwich, CT | June 2016 – August 2016

Developed pipeline tools, web applications, and Maya plugins.

Walt Disney Animation Studios – Art & Production Intern | Burbank, CA | June 2015 – August 2015

Look development for hero assets on the intern short film *Brew*.

SKILLS / EXPERTISE

Graphics • USD • Hydra • C++ • Python • Flow • Presto • Luna • Houdini • Katana • Mari • Maya • Photoshop • Procreate