Luo Yi Tan

Contact

Email
luoyit@andrew.cmu.edu
Website
www.luoyitan.work/
portfolio.html
Phone
+1 412 916 8991

Skills

Programming
C#, Python, C++, C
HTML5, CSS
Processing, Arduino
Software
Maya, Motionbuilder
Unity, Unreal Engine 4
Photoshop
Premiere, After Effects
Languages
English, Chinese, Malay

Activities

SIGGRAPH Volunteer
July 2013
Volunteered at annual
computer graphics conference,
helped support programs,
events, and attendees
Game Creation Society
Fall 2010 – Spring 2014
Worked on semester long
game projects as an artist, in
teams of 5-10 people

Education

Carnegie Mellon University, **Pittsburgh, PA**
Entertainment Technology Center
Master of Entertainment Technology   May 2017 (expected)
School of Computer Science
B.S. in Computer Science, minor in Art   May 2014
Senior Leadership Award

Experience

Research Assistant, CMU Articulab   May 2016 – current
Working as a technical artist on a virtual personal assistant and other virtual
agent projects, collaborating with the research team and art team on
development, art asset creation and integration, using Maya and Unity
Extern, CMU Illumination & Imaging lab   July 2014 – May 2015
Fruit Ripening Analysis
Worked on a method of estimating the age of various fruits using computer
vision techniques and a projection/camera system, was in charge of data
collection and assessment
Teaching Assistant, Carnegie Mellon University   Aug 2013 - Dec 2014
Computer Graphics, Animation Art and Technology, Game Programming
Helped instruct classes on various game programming and computer graphics
concepts such as rendering, animation, AI and physical simulations, developed
and graded class assignments

Academic Projects

VR Animation Project - Catharsis   Fall 2016 - current
Currently working on a virtual reality experience using the Oculus Rift in Unreal
Engine 4 as a technical artist, working on character rigging, animation, and
particle effects.
FITYMI Animation   Spring 2016
Worked on production of a short film that blends live-action and animation as
a technical artist; worked on modeling, rigging, lighting, particle effects, and
retargeting motion-capture data to character models
Building Virtual Worlds   Fall 2015
Developed various two week long interactive projects that involved non-
traditional input devices as a 2D and 3D artist using Unity and Maya, honed
rapid prototyping and team communication skills
Morality Play   Spring 2014
Designed and implemented a game in Unity 3D as part of a larger interactive
web experience that aims to educate people about privacy rights, in
collaboration with a student team from the Entertainment Technology Center
Fluid Simulation   Spring 2013
Implemented a GPU-based fluid simulation in CUDA using the smooth particle
hydrodynamics algorithm that optimized and sped up a simulation of several
hundred thousand fluid particles