

Chunxue LUO

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EDUCATION

Carnegie Mellon University | Pittsburgh, PA May 2015
Major: Entertainment Technology Center (ETC) **Degree:** Master of Entertainment Technology
Core Courses: Computer Graphics, Building Virtual Worlds, Visual Storytelling

Beijing University of Posts and Telecommunications (BUPT) | Beijing, China June 2013
Major: Digital Media Technology **Degree:** Bachelor of Engineering **GPA:** 85/100
Core Courses: C++ Programming, Data Structure, Computer Graphics, 2D Animation, 3D Modeling and Animation, Game Design, Digital Image and Audio Processing, Movie Editing and Effect, Footage Design

SKILLS

Programming Languages: C++, C, C#, Objective - C **Markup Language:** HTML
Scripting: JavaScript **IDE:** Visual Studio, Monodevelop, Matlab, Xcode
Game Engine: Unity3D **Mobile Platform:** iOS, Android (Unity3D)
Animation: 2D Animation, flash, rigging
Software: Adobe Photoshop, Autodesk 3DsMax, Adobe Premiere, Adobe After Effect, Adobe Flash, etc.

ACADEMIC PROJECTS

Table Game (WMS Gaming), CMU, Pittsburgh, PA Ongoing

- Researching the application of projection mapping in Casino environment
- Participating in the progresses of game design, prototype drawing, hardware and sound

2D Animation Journey, CMU, Pittsburgh, PA December 2013

- Responsible for character and scene design, drawing, coloring, footage design and editing

Building Virtual World, CMU, Pittsburgh, PA September 2013

- Developed 5 virtual world in a 5-person team every 2 weeks in Unity3D
- Responsible for physical mechanism, visual effects, UI and 2D Animation
- Programming based on Oculus, Kinect, Leap Motion, Makey Makey and PSMove platform

Color Correction Program for Stereo Image Sequences, BUPT, Beijing, China 2013

- Researched and implemented color correction in stereo image sequences
- Developed a processing system: global color correction using Histogram Matching and local color correction using SIFT

iOS based Interactive Micro Film, BUPT, Beijing, China November 2012 – April 2013

- Responsible for the production and programming development of two iOS - based microfilms
- Awarded by "Aniwow!2012" the 7th International Student Animation Festival and The 6th Annual National Digital Art Design Competition

3 Unity3D Games, BUPT, Beijing, China 2012

- Designed and developed 3 puzzle game projects in a 3-person group
- Participated in each progress of game development process, including game design, prototype drawing, 3D modeling, rigging, coding, etc.

Flash Animation Xiaobu's Green Tour, BUPT, Beijing, China March 2011

- Took charge of the entire design and development of the used battery recycling part, including character setting, sketching, drawing, coloring and coding
- Awarded by "The 2nd Beijing Student Cartoon and Animation Design Competition"

Digital Image and Digital Audio Processing Program, BUPT, Beijing, China 2011

- Developed a MFC program which implements the processing of digital image and digital audio
- Image processing including: reading file information, duplicating, edge detection, FFT, binarization, ColorInvert, graying, and the transfer of the format between BMP and JPEG
- Audio processing including: reading file information, recording, playing, FFT, noise reduction, modulation, adding echo effect, and the transfer of the format between WAV and several other formats