

YU XI LEE

3D ANIMATOR AND TECHNICAL ARTIST WITH COMPUTER SCIENCE BACKGROUND

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EDUCATION

Carnegie Mellon University Pittsburgh, PA (August 2022–May 2024)

Master of Entertainment Technology

Carnegie Mellon University Pittsburgh, PA (August 2018–May 2022)

Bachelor of Science in Computer Science with Concentration in Human-Computer Interaction

- Minor in Game Design, Minor in Animation and Special Effects
- Cumulative GPA: 3.72/4.00 — Dean's List Fall 2020, Fall 2021, Spring 2022

COURSEWORK

- Advanced Technical Character Animation
- Game Design, Prototyping, and Production
- Building Virtual Worlds
- Animation, Art, and Technology

PROJECTS

Moving Out Pittsburgh, PA (October 2022)

- Modeled and textured 12 assets in Maya for an AR moving game produced in 2 weeks using Quest 2 passthrough
- Produced breakable versions of each asset with the Maya shatter simulation

Flappy Bird Network Pittsburgh, PA (December 2018)

- Recreated Flappy Bird using Pygame with two AI birds that have their own machine learning algorithm
- Developed an ideal AI player that learns from user inputs through a feedforward backpropagation neural network
- Created an AI bird with 2 difficulty settings that uses a genetic algorithm to compete against human players

Cooking Motion Pittsburgh, PA (November 2018)

Hack112 Hackathon

- Implemented Leap Motion SDK with Pygame to allow users to play Cooking Mama via hand motion detection

WORK EXPERIENCE

Carnegie Mellon Graphics Lab Pittsburgh, PA (December 2021–Present)

Graduate Research Assistant

- Modeled, rigged, and animated 3D hand models and assets using Maya and Zbrush
- Created animation demo showcasing developed Maya plug-in to be used for anticipated SIGGRAPH publication

Xcalibyte Hong Kong, Hong Kong (May 2021–August 2021)

Software Engineering Intern

- Produced rules for SAST to detect CERT-C deadlock and data race vulnerabilities
- Expanded an internal-use tool for translating and testing SAST rules to be compatible for C/C++ code and support 16 new APIs
- Created 3 rules that detect kernel-related concurrency and resource matching vulnerabilities for 2 customers

PingAn Technology Palo Alto, CA (May 2019–July 2019)

Software Engineering Intern

- Implemented an internal website function with Flask to facilitate dataset management
- Preprocessed a portrait dataset and trained a progressive growing network model to produce portrait oil paintings
- Trained a conditional generative adversarial network model using pix2pixHD to generate 3D face sculptures

SKILLS AND TOOLS

Technical Skills Maya, ZBrush, Python, C/C++, C#, Figma, SML, Arduino, L^AT_EX

Languages English (Native), Chinese (Proficient)