# Luo Yi Tan

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## Contact

**Email**
lytan91@gmail.com
**Website**
www.luoyitan.work/
portfolio.html
**Phone**
+1 412 916 8991

## Skills

**Programming**
C#, C++, C
Python, MEL, PySide
HTML5, CSS
**Tools**
Unreal Engine 4, Unity
Maya, MotionBuilder
Photoshop
Premiere, After Effects
Git, Perforce

## 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

**Technical Artist Co-op, Facebook, Oculus Research**     Jan 2017 – current
- Writing various Maya tools and scripts,
- Working with artists, engineers and researchers to support and improve the asset pipeline
- Working on character rigging and animation
- Integrating art assets into Unreal Engine 4

**Research Assistant, CMU Articulab**          May 2016 – Jan 2017
- Contributed to the development and design of a virtual personal assistant
- Collaborated with the research team and art team on system and user interface development, art asset creation and integration into Unity
- Work was presented at the World Economic Forum 2017

**Extern, CMU Illumination & Imaging lab**          July 2014 – May 2015
- Worked on a method of estimating the age of various fruits using computer vision techniques and a projection/camera system
- 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 animation, game programming and computer graphics concepts such as rendering, animation, AI and physical simulations

## Academic Projects

**Maya Tools**                              Fall 2016
- Developed a rigging tool that automatically generates animation controls
- Developed pose saving tool that also has pose and animation mirroring
- Used Python and PySide in Maya

**VR Animation Project - Catharsis**          Fall 2016
- Developed a virtual reality art experience using the Oculus Rift in Unreal Engine 4 as a technical artist on a 4 person team
- Worked on rigging, environment art, and visual effects

**FITYMI Animation**                          Spring 2016
- Worked on production of a short film that blends live-action and 3D animation as a technical artist in a 5 person team
- Retargeted and refined motion capture data to character models
- Worked on modeling, rigging, lighting, particle effects

**Fluid Simulation**                          Spring 2013
- Implemented a GPU-based fluid simulation in CUDA using the smooth particle hydrodynamics algorithm
- Optimized and sped up a simulation of several hundred thousand fluid particles