Luo Yi Tan

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Experience

Technical Artist, Fyusion Inc.   June 2017 – current
- Generate simulated data of realistic cars for use in training machine learning models for various uses such as segmentation and damage detection
  - Use Unity to render image data according to specifications by the research team
  - Set up different scenes to simulate indoor and outdoor environments
- Developed various Unity demos that showcase Fyusion imaging technology to clients and guests on a range of AR/VR hardware like the Hololens, Magic Leap, and the Oculus Rift. This involved working with engineers to optimize assets to meet various hardware requirements and designing controls for a smooth user experience
- Worked with design team to integrate art assets for AR skeleton tracking effects on iOS and Android

Technical Artist Co-op, Oculus Research Pittsburgh, Facebook   Jan 2017 – May 2017
- Wrote various Maya scripts to support and automate artist and researcher workflow
- Integrated art assets into Unreal Engine 4, ensured they were rendered according to artist specifications
- Worked with artists, engineers and researchers to improve the asset pipeline
- Worked on character rigging and animation for internal social VR project

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

Extern, Illumination & Imaging lab, Carnegie Mellon University   July 2014 – May 2015
- Assisted in the development of a projection/camera system used to estimate the age of various fruits using computer vision techniques
- Worked on data collection and assessment

Projects

Maya Tools   Aug 2016 – Dec 2016
- Developed a rigging tool that automatically generates animation controls for a rigged humanoid skeleton
- Developed pose saving tool that also has pose and animation mirroring
- Used Python and PySide in Maya

Education

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

Skills

Programming
C#, Python, C++, PySide
Software and Tools
Unity, Unreal Engine 4, Maya, MotionBuilder, Git, Perforce, Photoshop, Premiere, After Effects