

# Luo Yi Tan

Seeking full time opportunities as a technical artist

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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, PySide

HTML5, CSS

### Tools

Unity, Unreal Engine 4

Git, Perforce

Maya, Motionbuilder

Photoshop

Premiere, After Effects

## 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, Oculus Research

Jan 2017 – current

- Writing various Maya tools and working with artists and researchers to improve the asset pipeline
- Working on character rigging and animation
- Integrating art assets into Unreal Engine 4

### Research Assistant, CMU Articubot

May 2016 – Jan 2017

- Assisted in 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
- 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