

# Luo Yi Tan

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## Contact

### Email

luoyit@andrew.cmu.edu

### Website

www.luoyitan.work/  
portfolio.html

### Phone

+1 412 916 8991

## Skills

### Programming

C#, Python, C++, C

HTML5, CSS

Processing, Arduino

### Software

Maya, Motionbuilder

Photoshop

Premiere, After Effects

Unity, Unreal Engine 4

### Languages

English, Chinese, Malay

## 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

### Research Assistant, CMU Articulab

May 2016 – current

Working as a technical artist on a virtual personal assistant and other virtual agent projects, collaborating with the research team and art team on development, art asset creation and integration, using Maya and Unity

### Extern, CMU Illumination & Imaging lab

July 2014 – May 2015

*Fruit Ripening Analysis*

Worked on a way to estimate the age of various fruits using computer vision techniques and a projection/camera system, was 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 game programming and computer graphics concepts such as rendering, animation, AI and physical simulations, developed and graded class assignments

## Academic Projects

### VR Animation Project - Catharsis

Fall 2016 - current

Currently working on a virtual reality experience in Unreal Engine 4 as a technical artist, working on water and particle simulations

### FITYMI Animation

Spring 2016

Worked on production of a short film that blends live-action and animation as a technical artist, worked on modeling, rigging, lighting, particle effects, and retargeting motion-capture data to character models

### Building Virtual Worlds

Fall 2015

Developed various two week long interactive projects that involved non-traditional input devices as a 2D and 3D artist, honed rapid prototyping and team communication skills

### Morality Play

Spring 2014

Designed and implemented a game in Unity 3D as part of a larger interactive web experience that aims to educate people about privacy rights, in collaboration with a student team from the Entertainment Technology Center

### Fluid Simulation

Spring 2013

Implemented a GPU-based fluid simulation in CUDA using the smooth particle hydrodynamics algorithm that optimized and sped up a simulation of several hundred thousand fluid particles