

Luo Yi Tan

Contact

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Citizenship

Non-US

Education

Carnegie Mellon University, Pittsburgh, PA

Master of Entertainment Technology May 2017 (expected)

Carnegie Mellon University, Pittsburgh, PA

B.S. in Computer Science, minor in Art May 2014

Senior Leadership Award, CGPA: 3.26/4.00

Current courses: Building Virtual Worlds, Visual Story

Relevant courses:

Physically Based Character Animation, Designing Educational Games,
Experimental Game Design, Parallel Computer Architecture and Programming

Skills

Programming

Proficient: C++, C#, Python,
Unity 3D, Processing
Experience in: C, SML, HTML5,
CSS, Arduino

Software

Autodesk Maya,
Adobe Photoshop,
Adobe Premiere,
Adobe After Effects

Languages

English, Mandarin Chinese,
Malay

Experience

Extern, CMU Illumination & Imaging lab

July 2014 – May 2015

Fruit Ripening Analysis

Worked on a way to estimate the age of various fruits using machine learning techniques, in charge of data collection and assessment

Teaching Assistant, Carnegie Mellon University

15466/666 – Computer Game Programming (Fall 2014)

15465 - Animation Art and Technology (Spring 2014)

15462/662 - Computer Graphics (Fall 2013)

Helped instruct classes on various game and graphics programming concepts such as rendering, animation, game AI and simulations, developed and graded class assignments

ACM SIGGRAPH Volunteer

July 2013

Volunteered at annual computer graphics conference, helped support conference programs, events, and attendees

Student Consultant - CMU H&SS Computing

2011 - 2012

First-line desktop support technician, responsible for troubleshooting and maintaining computers in CMU's Humanities & Social Sciences department

Projects

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 team from the Entertainment Technology Center

Cerberus (game)

Fall 2013

Kinect controlled game in Processing that involved skeleton tracking to allow the player to control and puppeteer a character onscreen

Fluid Simulation

Spring 2013

Worked on 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

Sophisticated Instinct

Spring 2013

Worked on a two-minute long 3D animation in Maya in a group of five, worked on keyframing, 2D animation and cloth simulation