

# 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, Articulate, 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