

Luo Yi Tan

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Experience

Fyusion Inc. (acquired by Cox Automotive Dec 2020)

June 2017 – current

Technical Artist

- Generate synthetic data of realistic cars for use in training machine learning models for various uses such as segmentation and damage detection using Unity
 - Set up cameras, materials, models, and lighting 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
 - Collaborated with engineers to optimize assets to meet various hardware requirements
 - Designed and implemented user interface and controls to ensure a smooth user experience
- Worked with design team to integrate art assets for AR skeleton tracking effects on iOS and Android

Reality Labs at Meta (formerly Oculus Research)

Jan 2017 – May 2017

Technical Artist Co-op

- Integrated art assets into Unreal Engine 4, ensured they were rendered according to artist specifications
- Worked with artists, engineers and researchers to improve the mesh and blendshape pipeline
- Worked on character rigging and animation for internal social VR project

Carnegie Mellon University, Articulab

May 2016 – Jan 2017

Research Assistant

- Contributed to the development and design of a virtual personal assistant using Unity and Maya, which was presented at the World Economic Forum 2017
- Worked on system and user interface development, art asset creation and integration into Unity

Carnegie Mellon University, Illumination & Imaging lab

July 2014 – May 2015

Extern

- Contributed to 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 Pose and Rigging 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

VR Animation Project – Sea of Stories

Aug 2016 – Dec 2016

- Developed a VR experience for the PC using the Oculus Rift in Unreal Engine 4 as a technical artist on a 4 person team
- Worked on rigging, environment art, materials, and visual effects

FITYMI Animation – Lovers Meet

Jan 2016 – May 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 motion capture animation to character models
- Worked on modeling, rigging, lighting, and particle effects

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

Senior Leadership Award

May 2014

Skills**Programming**

C#, Python, C++, PySide/PyQt

Software and Tools

Unity, Unreal Engine 4, Maya, MotionBuilder, Git, Perforce, Photoshop, Premiere, After Effects