

# Luo Yi Tan

Looking for a summer internship in the entertainment industry that involves technical art

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## Contact

### Email

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### Website

lytan.github.io

### Phone

+1 412 916 8991

## Skills

### Programming

C++, C#, Python

C, HTML5, CSS

Processing, Arduino

### Software

Unity 3D

Maya, Photoshop

Premiere, After Effects

### Languages

English, Mandarin Chinese,

Malay

## Activities

### SIGGRAPH 2013 Volunteer

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

### Game Creation Society

Fall 2010 – Spring 2014

Worked on semester long game projects as a 2D artist, in teams of 5-10 people

## Education

### Carnegie Mellon University, Pittsburgh, PA

### Entertainment Technology Center

Master of Entertainment Technology

May 2017 (expected)

B.S. in Computer Science, minor in Art

May 2014

*Senior Leadership Award*

**Relevant courses:** Visual Story, Physically Based Character Animation, Design Educational Games, Experimental Game Design

## 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

Aug 2013 - Dec 2014

*Game Programming, Animation Art and Technology, Computer Graphics*

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

### Student Consultant - CMU H&SS Computing

Aug 2011 – May 2012

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

## Projects

### Building Virtual Worlds

Fall 2015

Developing various two week long interactive projects that involve non-traditional input devices, as a 2D and 3D artist, honing 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 team from the Entertainment Technology Center

### Cerberus (game)

Fall 2013

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

### 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

### 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