

Luo Yi Tan

Seeking full time opportunities as a technical artist in the game industry

Contact

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Website

www.luoyitan.work/
portfolio.html

Phone

+1 412 916 8991

Skills

Programming

C#, C++, C
Python, PySide
HTML5, CSS
Processing, Arduino

Tools

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

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

Technical Artist Co-op, Oculus Research

Jan 2017 – current

Developing tools in Maya to assist research work, also working on rigging, animation, and improving the art asset pipeline for projects

Research Assistant, CMU Articulab

May 2016 – Jan 2017

Assisted in the development and design of a virtual personal assistant as a technical artist, collaborated with the research team and art team on system and user interface development, art asset creation and integration. Work was presented at the World Economic Forum 2017

Extern, CMU Illumination & Imaging lab

July 2014 – May 2015

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

Academic Projects

Maya Tools

Fall 2016

Developed a rigging tool that automatically generates animation controls for a human character, and a pose tool that saves and loads character poses, using Python and PySide in Maya

VR Animation Project - Catharsis

Fall 2016

Developed a virtual reality art experience using the Oculus Rift in Unreal Engine 4 as a technical artist on a 4 person team, worked on character rigging, environment art, and visual effects

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, using Maya and Motionbuilder

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