

Luo Yi Tan

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

Contact

Email

luoyit@andrew.cmu.edu

Website

www.luoyitan.work

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 Volunteer

July 2013

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)

School of Computer Science

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

Fall 2013

Programmed 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 animated short in Maya in a team of five, worked on keyframing, 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