Luo Yi Tan

Looking for a summer internship in the entertainment industry that involves creative programming

Contact

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Skills

Programming
C++, C#, Python
C, HTML5, CSS
Processing, Arduino
Software
Unity3D
Maya, MotionBuilder
Photoshop
Premiere, After Effects
Languages
English, Chinese, Malay

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
Relevant courses: Game Design, Visual Story, Physically Based Character Animation, 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 computer vision techniques, was 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 game and graphics programming concepts such as rendering, animation, AI and simulations, developed and graded class assignments

Academic Projects

FITYMI Animation Project   Spring 2016
Working on production of a short film that blends live-action and animation as a technical artist, working on modeling, rigging and incorporating motion-capture into the film
Building Virtual Worlds   Fall 2015
Worked on various two week long interactive projects in Unity3D that involved non-traditional input devices as a 2D and 3D artist, honed rapid prototyping and team communication skills
Morality Play   Spring 2014
Designed and implemented a game in Unity3D as part of a larger interactive web experience that aimed 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 modeling, 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