# Luo Yi Tan

Looking for a summer internship that involves technical art or game programming

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## Contact

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**Phone**
+1 412 916 8991
**Citizenship**
Non-US

## Skills

**Programming**
Proficient: C++, C#, Python,
Experience in: C, SML, HTML5,
CSS, Arduino
**Software**
Unity 3D
Maya, Photoshop, Premiere,
After Effects
Processing, Arduino
**Languages**
English, Mandarin Chinese,
Malay

## Education

**Carnegie Mellon University**, **Pittsburgh, PA**
Master of Entertainment Technology          May 2017 (expected)
**Carnegie Mellon University**, **Pittsburgh, PA**
B.S. in Computer Science, minor in Art          May 2014
Senior Leadership Award, CGPA: 3.26/4.00
**Current courses:** Building Virtual Worlds, Visual Story
**Relevant courses:**
Physically Based Character Animation, Designing Educational Games,
Experimental Game Design, Parallel Computer Architecture and Programming

## 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**
*15466/666 – Computer Game Programming (Fall 2014)*
*15465 - Animation Art and Technology (Spring 2014)*
*15462/662 - Computer Graphics (Fall 2013)*
Helped instruct classes on various game and graphics programming concepts
such as rendering, animation, game AI and simulations, developed and graded
class assignments
**ACM SIGGRAPH Volunteer**          July 2013
Volunteered at annual computer graphics conference, helped support
conference programs, events, and attendees
**Student Consultant - CMU H&SS Computing**          2011 - 2012
First-line desktop support technician, responsible for troubleshooting and
maintaining computers in CMU's Humanities & Social Sciences department

## Projects

**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
Kinect controlled game in Processing that involved skeleton tracking to allow
the player to control and puppeteer a character onscreen
**Fluid Simulation**          Spring 2013
Worked on 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
**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