

Luo Yi Tan

Contact

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Citizenship

Non-US

Education

B.S. in Computer Science, minor in Art

Carnegie Mellon University, May 2014

Under a scholarship from the Public Service Department of Malaysia

CGPA: 3.26/4.00

Relevant courses:

15869 - Physically Based Character Animation

05418 - Design Educational Games

60427 - Experimental Game Design

15418 - Parallel Computer Architecture and Programming

Skills

Programming

C++, C#, C, Python, SML, Java
Processing, Arduino
HTML5, CSS
Unity 3D

Software

Autodesk Maya,
Photoshop CS6,
Premiere CS6,
After Effects CS6

Languages

English, Mandarin Chinese,
Malay, conversational
Hokkien

Experience

Extern, CMU Robotics Institute

Jan 2014 – current

Fruit Ripening Analysis

Researching 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

15466 – Computer Game Programming

15465 - Animation Art and Technology

15462 - Computer Graphics

Helped instruct various 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 the Humanities & Social Sciences department

Projects

Morality Play

Jan 2014 – May 2014

Designed and implemented a game in the Unity game engine as part of a larger interactive web experience that aims to educate people about privacy rights, in collaboration with a team from the CMU 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