

Luo Yi Tan

Contact

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Website

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Phone

+1 412 916 8991

Skills

Python, PySide

C#, C++, C

Unreal Engine 4, Unity

Maya, MotionBuilder

Photoshop

Premiere, After Effects

Git, Perforce

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, Facebook, Oculus Research Jan 2017 – current

- Working with artists, engineers and researchers to support and improve the asset pipeline
- Writing various Maya tools and scripts with documentation
- Working on character rigging and animation
- Integrating art assets into Unreal Engine 4

Research Assistant, CMU Articublab

May 2016 – Jan 2017

- Contributed to the development and design of a virtual personal assistant
- Collaborated with the research team and art team on system and user interface development, art asset creation and integration into Unity
- 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, modeling, AI and physical simulations

Academic Projects

Maya Tools

Fall 2016

- Developed a rigging tool that automatically generates animation controls
- Developed pose saving tool that also has pose and animation mirroring
- Used Python and PySide in Maya

VR Animation Project - Catharsis

Fall 2016

- Developed a VR experience for the PC using the Oculus Rift in Unreal Engine 4 as a technical artist on a 4 person team
- Worked on rigging, environment art, materials, and visual effects

FITYMI Animation

Spring 2016

- Worked on production of a short film that blends live-action and 3D animation as a technical artist in a 5 person team
- Retargeted motion capture animation to character models
- Worked on modeling, rigging, lighting, and particle effects

Fluid Simulation

Spring 2013

- Implemented a GPU-based fluid simulation in CUDA using the smooth particle hydrodynamics algorithm
- Optimized and sped up a simulation of several hundred thousand fluid particles