

Xingyu Lei

lei64@purdue.edu | xingyulei.website | 573-823-7199

Experience

Tool Development & CFX

Blur Studio

Love, Death & Robots; Rogue Company Trailer

Remote | May – July 2020

- Communicated with department supervisor to implement new CFX pipeline tools including *Qualoth I/O, Colorizer, Collider Maker, Zoom Cam, Follow Cam* and more
- Delivered over 30 shots of cloth/hair simulation using Maya

CFX Intern

Blur Studio

Call of Duty: Modern Warfare Cinematic

Culver City, CA | Jun – Aug 2019

- Developed pipeline tools for CFX: *Hair Quality Control* and *Version Checker*
- Communicated with CFX artists and improved *Soft Modification* production tool
- Delivered over 40 shots of cloth/hair simulation in Maya and 3dsMax

Research Assistant

Idea Lab, Purdue University

Multimodal Affective Pedagogical Agents for Different Types of Learners

Aug 2018 – Present

- Develop a state machine based procedural animation system in Unity using C#
- Create automation tools for character rig building and motion capture retargeting
- Design and document character set up workflow
- Collaborate with professors to integrate machine learning based emotion recognition system

Technical Skill

- Maya (Python/C++ API, MEL, PyQt)
- Unity (C#)
- Houdini (VEX)
- MotionBuilder (Python API)
- Rigging and Simulation
- Graphics Programming (OpenGL, GLSL)

Education

| | | |
|----------------------------------|-------------------------------------|------|
| Purdue University | M.S in Computer Graphics Technology | 2020 |
| University of Missouri | B.S in Information Technology | 2018 |
| Sichuan University, China | B.S in Computer Science | 2018 |

Involvement

| | |
|--------------------------------|------|
| ACM SIGGRAPH student volunteer | 2019 |
|--------------------------------|------|