

Xingyu Lei

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Profile

Purdue University Computer Graphics Technology graduate student with a focus on animation.
Completed bachelor's degree in Computer Science and Information Technology.
Experienced in technical animation and tool development.

Work Experience

Character Effects Intern at Blur Studio

Unannounced Project

Jun 2019 – Present

- Update python tools such as Hair Setup QC, Maya's Soft Modification and Version Checker
- Completed over 40 tasks in character cloth and hair simulation using Maya and 3dsMax

Research Assistant at Purdue University

Multimodal Affective Pedagogical Agents for Different Types of Learners

Aug 2018 – May 2019

- Create animation gesture database using motion capture
- Clean and retarget motion data to different agents
- Utilize Unity's Mecanim system to procedurally generate agents' movement
- Assist in character rigging for agents

Teaching Assistant at Purdue University

Internet Foundations, Technologies and Development

Jan 2019 – May 2019

- Lecture in web programming (HTML, CSS, and JavaScript) for 40 students
- Help student with deploying web application to servers and mobile platforms

Skills

- Core Skills: Tool development, Cloth/Hair Simulation, Rigging, Motion capture.
- Programming: Python, MEL, PyQt, C, C++, C#, OpenGL and HTML
- Software: Maya, 3ds Max, Unity, MotionBuilder, Photoshop, Premiere Pro

Education

Master of Science - Computer Graphics Technology

Aug 2018 – Present

- Purdue University – West Lafayette, Indiana

Bachelor of Science - Information Technology

Aug 2016 – May 2018

- Minor - Computer Science
- University of Missouri – Columbia, Missouri

Bachelor of Science - Computer Science and Technology

Sept 2014 – June 2018

- Sichuan University – Sichuan, China