Xingyu Lei

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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 setup 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