

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 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
- 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
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