YUI WEI TAN
Technical Artist

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (Spring 2020)
Master of Entertainment Technology

National University of Singapore (Fall 2017)
Bachelor of Computing (Hons) in Computer Science | GPA 4.04 | Minor in Mathematics

Relevant Coursework
3D Modeling and Animation, Real-time Graphics, Computer Vision and Pattern Recognition, Mathematical Statistics, Multivariable Calculus, Linear Algebra, Interaction Design, Creating Interactive Media

SKILLS

Programming Languages
C#, C++, Python, Javascript, Java, GLSL/HLSL

Game Engines/Tools
Unity, Perforce, Github

Platforms
Vive, Kinect

3D Tools
Maya, ZBrush, Blender

2D Tools
Adobe Photoshop, Illustrator, After Effects, Premiere Pro
Microsoft Word and Excel

RELEVANT EXPERIENCE

Tinkertanker - Trainer/Software Engineering Intern
JUNE 2016 - JULY 2018: Led courses in C# and Unity, Processing, Python, Scratch, Arduino, & Microbit
JULY 2016: Designed and developed Google Cardboard VR game for an escape room

SMART-FM - App Developer
MAY 2015 - AUGUST 2015: Wrote server code and developed a simple Android app to track travel and emissions data of its users, design document

National University of Singapore - Gamification Team
MAY 2015 - JULY 2015: Designed and developed the gamification of the CS101 course

Daylight Studios - Art Intern
FEBRUARY 2013 - JULY 2013: Created in-game assets and marketing materials for mobile games

PROJECTS

Building Virtual Worlds - ETC
FALL 2018: Collaborated on teams of 5 as an artist and producer to create entertainment experiences within 1-2 weeks on various platforms by rapidly iterating on feedback.

8th Sea - NUS Game Dev Project
FALL 2017: Created in-game 3D models, animations, environments and 2D assets for 8th Sea, a Unity exploration game published on itch.io.

Projection Mapping Webserver - NUS Final Year Project
AUGUST 2016 - MAY 2017: Researched and developed a Computer Vision web application in Node.js for user-friendly use and setup of camera-projector systems.

Zoomable.js - NUS Media Technology Project
AUGUST 2015 - MAY 2016: Planned architecture and implemented video player interactions for Zoomable.js, an open source HTML5 + JS zoomable video player and server

Gamecraft(s) - 24Hr Game Jams
2017: Wrote gameplay and made 2D assets for "Night Shift", a Unity game
2016: Wrote gameplay for "Look, Spooks!", a Unity game
2015: Wrote controllers and made 2D assets for "Twisty Tree", a Unity game jam winner
2013: Made 2D assets for "Minute Mouse", a C++ game made in Allegro and game jam winner