

Vi Le

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vianle.github.io

Skills

C++, Python, Maya API,
OpenGL, Java, C, Git,
Windows, Linux, Adobe:
Photoshop, Premiere,
Flash, After Effects

Coursework

Computational Photography
Computer Graphics
Artificial Intelligence
Algorithms
Advanced 3D Animation
Machine Structures
Data Structures
Discrete Mathematics and
Probability Theory
3D Modeling and Animation
Image Processing

Experience

Technology Intern at Pixar (September - December 2017)

Developed tools for animation, weight, and mesh component transfers in proprietary animation software

Research and Development Intern at Blizzard (May - August 2017)

Worked with Maya API and networking to stream motion capture data directly into Maya in real time

Created tools to improve motion capture to rig transfer workflows by automating the process and sending it to the farm

Facilitator for 3D Animation at UC Berkeley (January 2017 - Present)

Teach a course in 3D Modeling and Animation at UC Berkeley

Work with students and help them with the production pipeline for their 3D shorts

Research Assistant at UC Berkeley (September 2016 – May 2017)

Improve the NOME project, a CAD program written specifically for non-orientable manifolds and the structures seen in geometric sculptures

Education

University of California, Berkeley

Bachelors in Computer Science (Tech GPA: 3.51)

Graduating May 2018

Projects

Motive to Maya Data Streaming:

Implemented a data server to stream motion capture data directly into Maya and a tool to process that data and retarget it onto a HIK skeleton that drives character models so that they can move with the captured data in real time (internship)

Remeshing Project:

Implemented remeshing and mesh simplification algorithms as well as bridging capabilities to join meshes in C++ and OpenGL (class)

MeshEditor:

Implemented different types of smoothing for a 3D mesh including algorithms for averaging normals, subdivision schemes, and creating shaders in C++ and OpenGL (class)

Item Creation and CitEscape:

Wrote scripts for procedural modeling using Python with Maya API with GUI for model customization (personal)