

# Luo Yi Tan

[lytan91@gmail.com](mailto:lytan91@gmail.com) | [www.luoyitan.work](http://www.luoyitan.work) | 412-916-8991

## Experience

### **Fyusion Inc. (acquired by Cox Automotive Dec 2020)**

June 2017 – current

#### *Technical Artist*

- Generate synthetic data of realistic cars for use in training machine learning models for various uses such as segmentation and damage detection using Unity
  - Set up scenes, materials, models, and lighting to simulate indoor and outdoor environments
- Developed various Unity demos that showcase Fyusion imaging technology to clients and guests on a range of AR/VR hardware like the HoloLens, Magic Leap, and the Oculus Rift
  - Collaborated with engineers to optimize assets to meet various hardware requirements
  - Designed and implemented user interface and controls to ensure a smooth user experience
- Worked with design team to integrate art assets for AR skeleton tracking effects on iOS and Android

### **Meta Reality Labs (formerly Oculus Research)**

Jan 2017 – May 2017

#### *Technical Artist Co-op*

- Integrated art assets into Unreal Engine 4, ensured they were rendered according to artist specifications
- Worked with artists, engineers and researchers to improve the mesh and blendshape pipeline
- Worked on character rigging and animation for internal social VR project

### **Carnegie Mellon University, Articulab**

May 2016 – Jan 2017

#### *Research Assistant*

- Contributed to the development and design of a virtual personal assistant using Unity and Maya, which was presented at the World Economic Forum 2017
- Worked on system and user interface development, art asset creation and integration into Unity

### **Carnegie Mellon University, Illumination & Imaging lab**

July 2014 – May 2015

#### *Extern*

- Contributed to the development of a projection/camera system used to estimate the age of various fruits using computer vision techniques
- Worked on data collection and assessment

## Projects

### **Maya Pose and Rigging Tools**

Aug 2016 – Dec 2016

- Developed a rigging tool that automatically generates animation controls for a rigged humanoid skeleton
- Developed pose saving tool that also has pose and animation mirroring

## Education

### **Carnegie Mellon University**

#### **Entertainment Technology Center**

Master of Entertainment Technology

May 2017

#### **School of Computer Science**

B.S. in Computer Science, minor in Art

May 2014

*Senior Leadership Award*

## Skills

### **Programming**

C#, Python, C++, PySide

### **Software and Tools**

Unity, Unreal Engine 4, Maya, MotionBuilder, Git, Perforce, Photoshop, Premiere, After Effects