

YU XI LEE

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📍 Pittsburgh, PA

EDUCATION

Carnegie Mellon University

Pittsburgh, PA (August 2022 – May 2024)

Master of Entertainment Technology

- Cumulative GPA: 3.67/4.00

Carnegie Mellon University

Pittsburgh, PA (August 2018 – May 2022)

Bachelor of Science in Computer Science with Concentration in Human-Computer Interaction

- Minor in Game Design, Minor in Animation and Special Effects
- Cumulative GPA: 3.72/4.00 — Dean's List Fall 2020, Fall 2021, Spring 2022

COURSEWORK

- Computer Graphics
- Building Worlds in Virtual Reality
- Advanced Technical Character Animation
- Parallel and Sequential Data Structures and Algorithms

WORK EXPERIENCE

Carnegie Mellon Graphics Lab

Pittsburgh, PA (December 2021 – August 2023)

Graduate Research Assistant

- Modeled, rigged, and animated 3D hand models and assets using Maya and Zbrush
- Created animation demo showcasing developed Maya plug-in used for SIGGRAPH 2023 publication

Xcalibyte

Hong Kong, Hong Kong (May 2021 – August 2021)

Software Engineering Intern

- Expanded an internal-use tool for translating and testing SAST rules to be compatible for C/C++ code and support 16 new APIs
- Produced 3 rules that detect kernel-related concurrency and resource matching vulnerabilities for 2 customers

PingAn Technology

Palo Alto, CA (May 2019 – July 2019)

Software Engineering Intern

- Preprocessed a portrait dataset and trained a progressive growing network model to produce portrait oil paintings
- Trained a conditional generative adversarial network model using pix2pixHD to generate 3D face sculptures

PUBLICATIONS

Contact Edit: Artist Tools for Intuitive Modeling of Hand-Object Interactions

ACM Transactions on Graphics (Presented at SIGGRAPH, August 2023). <https://doi.org/10.1145/3592117>

PROJECTS

Terratopia

Pittsburgh, PA (August 2023 – December 2023)

- Created animated dolphins, fish, and underwater mangrove environment assets as a 3D generalist for a Quest 3 experience aimed to convey the effects of climate change from a dolphin's perspective using Unreal Engine 5

Two x 4 Racing - alt.ctrl.GDC 2023 Finalist

Pittsburgh, PA (November 2022 – March 2023)

- Collaborated with a project team of 5 people for a two player co-op driving game using a custom-built controller with phidget and button inputs on Arduino
- Modeled, textured, and animated main vehicle character and environment assets
- Produced 4 VFX each with supporting controller scripts in C# using Unity shader graphs and particle systems

Deep Learning Framework for Flappy Bird

Pittsburgh, PA (November 2018 – December 2018)

- Recreated Flappy Bird using Pygame with 2 AI birds that learns from user inputs through a feedforward backpropagation neural network and uses a genetic algorithm to compete against human players
- Trained an ideal AI player that ran for 10 hours without losing the game

SKILLS AND TOOLS

Tools/Frameworks Maya, ZBrush, Unity, Unreal Engine, Houdini, Arduino

Programming Languages C/C++, Python, C#, SQL, SML

Languages English (Native), Chinese (Proficient)