

# YU XI LEE

3D ANIMATOR AND TECHNICAL ARTIST WITH COMPUTER SCIENCE BACKGROUND

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## EDUCATION

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**Carnegie Mellon University** Pittsburgh, PA (August 2022–May 2024)

Master of Entertainment Technology

**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

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- Advanced Technical Character Animation
- Building Virtual Worlds
- Game Design, Prototyping, and Production
- Animation, Art, and Technology

## PROJECTS

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**Two By 4 Racing** Pittsburgh, PA (November 2022)

- Modeled, textured, and animated main vehicle character and environment assets for a two player co-op driving game produced in 1 month using a custom-built controller with phidget and button inputs
- Produced 4 VFX each with supporting controller scripts in C# using Unity shader graphs and particle systems

**Dollhouse** Pittsburgh, PA (October 2022)

- Modeled, textured, and animated main doll character and 3 room environments in Maya for an interactive VR story experience produced in 2 weeks using Quest 2

**Flappy Bird Network** Pittsburgh, PA (December 2018)

- Recreated Flappy Bird using Pygame with two AI birds that have their own machine learning algorithm
- Developed an ideal AI player that learns from user inputs through a feedforward backpropagation neural network
- Created an AI bird with 2 difficulty settings that uses a genetic algorithm to compete against human players

## WORK EXPERIENCE

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**Carnegie Mellon Graphics Lab** Pittsburgh, PA (December 2021–Present)

Graduate Research Assistant

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

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

Software Engineering Intern

- Produced rules for SAST to detect CERT-C deadlock and data race vulnerabilities
- Expanded an internal-use tool for translating and testing SAST rules to be compatible for C/C++ code and support 16 new APIs
- Created 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

- Implemented an internal website function with Flask to facilitate dataset management
- 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

## SKILLS AND TOOLS

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**Technical Skills** Maya, ZBrush, Python, C/C++, C#, Figma, SML, Arduino, L<sup>A</sup>T<sub>E</sub>X

**Languages** English (Native), Chinese (Proficient)