

BEI YANG

245 W. Loraine St. Apt 125
Glendale CA 91202

M: 717 645 0980 W: 818 544 2554
beiyangles@gmail.com

WORK

Walt Disney Imagineering | 2007 – Present

Technical Concept Designer

- Software development management
- Projection blending development
- Design tools research and development
- Interactive attractions design and development
- Animation workflow and pipeline development

Schell Games | 2006

Effects Artist

- Effects and shader development
- Gameplay prototyping
- Game pipeline development

SCHOOL

Carnegie Mellon University | 2005-2007

Masters of Entertainment Technology

- Building Virtual Worlds Teaching Assistant

Carnegie Mellon University | 2001-2005

BS Information Systems & Human Computer Interaction

- Computer Science Minor

PROFICIENT TOOLS

3D

Maya, 3d Studio Max, ZBrush,
Renderman Studio, VRay,
finalRender, Mental Ray

2D

Photoshop, Flash,
Dreamweaver, Premiere
Pro, InDesign, D2 Nuke

Languages

Python, C/C++, Java, C#,
Coldfusion, SQL, Php,
Actionscript, HTML/CSS

Libraries

OpenGL, CG, cgFX,
HLSL, Direct 3D, XNA,
Cuda, DirectShow

PATENTS & PUBLICATIONS

Projector systems and methods for producing digitally augmented, interactive cakes and other food products.

US 2010/0315491 A1. Jun 10, 2009

Numerical calculations of the static magnetic field in 3d multi-tissue models of the human head. Magn Reson

Imaging. 2002 Jun; 20(5):413-24

VOLUNTEERING AND LEADERSHIP

- Walt Disney Imagineering Leadership Enrichment Program | 2010
- Carnegie Mellon Dance Marathon | Morale Chair 2004 - 2005, Co - Director 2006
- Mosaic Gender Issues Conference | Men's Issue Chair 2006
- Carnegie Mellon Orientation Counselor | 2003 - 2005

OTHER INTERESTS

- Cooking and Dining: American (New), French, Italian, Pan-Asian
- Dancing: B-Boying, Swing