

Tony Chai

330 N Screenland Dr, Apt 119
Burbank CA 91505
(949) 922-8696
tonywchai@gmail.com
<http://www.tonychai.com>

[Demo-Reel, Project Descriptions]

EXPERIENCE

Walt Disney Animation Studios

March 10 – Present

<http://www.disneyanimation.com/>

Tangled (2010)

Assistant Technical Director in Lighting/Rendering

Lighting and compositing. Brought shots through 2k rendering and stereoscopic compositing.

Wrote tools, plugins, and scripts to streamline workflow for the show.

soVoz

October 09 – February 10

<http://www.sovoz.com>

Software Developer - Virtual Locomotion Controller

Developed an immersive application for a virtual controller [boots, hip sensor, head-mounted display] to be used with a motorcycle racing game on an elliptical exercise machine.

Chai Productions

January 03 – Present

<http://www.chai-productions.com>

Founder

Founder of Chai Productions, an independent group dedicated to producing viral videos and other multimedia on the internet. Released videos combine video editing, music, graphics, and animation.

EDUCATION

University of Pennsylvania, Penn Engineering/Penn CIS

Masters of Science in Engineering in Computer Graphics and Game Technology 12/2009

Relevant Courses: Computer Animation, Computer Graphics, Game Design and Development, 3D Modeling, Physically-Based Animation, Engineering Entrepreneurship

University of California Irvine, College of Engineering

Bachelor of Science in Computer Engineering 03/2008

Honors: Dean's Honor List 04-06

Relevant Courses: Graphics (OpenGL), Algorithm Design, Electronics, Computer Architecture

TECHNICAL

Languages: C++, Python, MEL, Java, C, OpenGL, LC-3, MIPS, VHDL, HTML

Applications: Maya, RenderMan, Shake, Gamebryo, PhysX, MS Visual Studio, Motionbuilder, ZBrush, Adobe Premiere, Adobe After Effects, Adobe Photoshop, Adobe Dreamweaver, ParticleIllusion, ModelSim, SPIM, Arduino Microcontroller

PROJECTS

- **Maya Plug-in**

Wrote a Maya Plug-in that automatically rigs a biped character. Based on Baran's SIGGRAPH 2007 Pinnocchio paper [Automatic Rigging and Animation of 3D Characters].

- **Motion Capture**

Experience with UPenn's SIG Motion Capture Lab. Captured various self-motions in VICON Nexus and used the exported BVH data to design a character controller.

- **Rigid Body System**

Wrote an impulse-based rigid body system, including broadphase and narrowphase collision detection/resolution, contact resolution, gravity, and friction. Narrowphase collision detection based on SIGGRAPH 2003 paper [Nonconvex Rigid Bodies with Stacking].

- **Automatic Guitar Tuner**

Designed and invented an automatic guitar tuner that twists the pegs of a guitar to the correct pitch when plucked.

ADDITIONAL

- Member of The Animation Guild Union Local 839 IATSE
- Member of ACM Special Interest Group in Graphics and Interactive Techniques (SIGGRAPH)

Languages: Fluent in English and Chinese, Basic conversational in Spanish

Overseas Living Experience: USA, Taiwan, Japan, China