Joseph Lu

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Work Experience

US Department of Defense, Training Specialist (Virtual Reality/3D Modeling)
Fort Lee, VA — May 2020 - Present

- Collaborating with contractors to provide technical guidance in the development of Unity products that simulate training procedures for soldiers
- Design and wireframe user interfaces, creating intuitive UI/UX experiences through the use of the Canvas and writing scripts for program interactivity
- Using Maya and Substance Painter to create photorealistic 3D models and PBR textures, authored custom shaders with HLSL, and integrated assets into Unity.

Pomsky Games, Technical Artist Freelancer
Remote – June 2022 – March 2023

- Created an immersive and visually engaging environment that aligned with the project's creative vision.
- Designed custom shaders with Shadergraph, optimized the project with lightmaps, and created particle effects using the built-in particle system.
- Modeled assets and created textures, and optimized assets.

Cedar Band Corporation – Suh'dutsing Telecom, 3D Developer
Fort Lee, VA — December 2018 - May 2020

- Developed Unity builds to support their mission of educating and empowering US soldiers across multiple platforms, including Android, iOS, and WebGL.
- Designed and implemented project workflows, UX/UI interfaces in Unity Canvas, and data parsing techniques with FileIO and StreamingAssets.
- Optimized asset creation methods resulted in streamlined product development, including techniques such as photogrammetry and 3D printing.

Wooga, Game Design Intern
Berlin, Germany — April 2017 - November 2017

- Conducted research on the Match3 mechanics of competitors and documented my findings.
- Utilizing the company's custom engine to design Match3 levels, and developed JavaScript scripts within Google Spreadsheet to streamline the process of populating configuration and checking for errors.
- Playtested the game for bugs and generated bug tickets for designated team members.

Personal Projects

Flicker Fortress — https://aquilateam.itch.io/flickerfortress
Flicker Fortress is a 3D single-player puzzle platformer where the player takes on the role of Flicker, a firefly capable of melding with electrical devices. As the lead artist, I oversaw the creation of character models, environment assets, and props using industry-standard tools such as Maya and 3DCoat. Additionally, I utilized HLSL to create custom shaders and Unity for creating particle effects. My responsibilities also extended to designing the UI/UX, gameplay mechanics, and data saving with FileIO in Unity.

Galactic Clapback — https://jl4312.itch.io/clapback
Mobile bullet hell where the player must dodge and parry the enemy spaceships. Was the sole artist in charge of creating 3D models, UI elements, and visual effects. I also utilized shader graphs to develop custom shaders to enhance the game's aesthetics. In addition to my artistic contributions, I designed and programmed the game's shop and lottery system to provide players with unique in-game currency options.

VRsus guARdian
VRsus guARdian is an immersive game that involves a thrilling cat-and-mouse chase between players using AR and VR systems. As a member of a talented team of RIT students, I led the art team, creating captivating low-poly assets that aligned with our creative director's vision. I also established an efficient production pipeline, closely monitored project milestones, and integrated assets into Unity .

Education

Rochester Institute of Technology (RIT)
Rochester, NY — August 2013 - May 2018
Bachelor of Science in Game Design and Development — GPA: 3.89/4.00
Minor in Modern Languages: Chinese — Summa Cum Laude
RIT Honors Program

Extracurricular Activities

GDC Conference Associate — San Francisco, California – 2018, 2019

Software

Autodesk Maya
ZBrush
Autodesk Mudbox
3DCoat
Substance Painter
Adobe Photoshop
Adobe Creative Cloud
Marmoset Toolbag
Unity
Unreal Engine
Microsoft Visual Studio
Eclipse
Microsoft Office
Sourcetree
Github
BitBucket

Programming Languages

C#
Java
JavaScript
C++
HTML5
CSS
HLSL