

# Joseph Lu

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[www.artstation.com/jl4312](http://www.artstation.com/jl4312)  
[www.linkedin.com/in/13lui/](http://www.linkedin.com/in/13lui/)  
<https://github.com/jl4312>  
personal website coming soon

## EDUCATION

**Rochester Institute of Technology**, Rochester, NY  
Bachelor of Science in Game Design and Development  
Minor in Modern Languages: Chinese

**Aug 2013 - May 2018**  
**GPA: 3.89/4.00**  
**Summa cum Laude**

## SKILLS

### Software:

Maya	Photoshop	Unity	Eclipse
Mudbox	3D Coat	Unreal Engine	Notepad++
ZBrush	Substance Designer	MonoGame	Brackets
	After Effects	Microsoft Visual Studio	Microsoft Excel
		Processing	

### Programming Languages:

Java	JavaScript	HTML5
C#	C++	CSS

### Artistic:

3D Modeling	Texturing	Retopology
Hard Surface Modeling	UV Unwrapping	Rigging & Animation
3D Sculpting	2D Illustration	Shuriken Particles
		Unity Shader Graph

### Languages:

English	Mandarin	German
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## WORK EXPERIENCE

### Game Design Intern, WOOGA, Berlin, Germany

**Apr. 2017 – Nov. 2017**

- Wrote design documents that highlight features for the game.
- Designed Match 3 levels with company's custom engine.
- Researched competitors Match 3 mechanics.
- Setup game's config system and creates custom scripts in Google Spreadsheet to expediting the development process.
- Tested for bugs and created bug tickets for designated team members.

### RIT Teaching Assistant, 3D Animation and Asset Production

**Aug. 2016 - Dec. 2016**

- Assisted in teaching students modeling and animation using Maya.
- Provided feedback and graded student assignments.

### ID Tech Princeton, Instructor and Returning Instructor

**Summer, 2015 - 2016**

- Taught Scratch 2.0, JavaScript, Java, C++, and Minecraft Modding to the campers.

## PROJECTS

### Galactic Clapback

**Summer 2018, In Progress**

Mobile bullet hell game where player can parry the enemy spaceships. It features a low poly style spaceship similar to Mars Mars and Cars vs. Cops. Working with two others as the artist, game designer, and programmer creating all of the art assets and shaders, designed and programmed shop and lottery system and player progression.

### VRsus guARDian

**Spring 2018, Completed**

A two-player, cat-and-mouse chase between VR and AR semester-long project comprised of 11 students. I was the art producer and lead artist, was in charge of recruiting, onboard, and lead art members, created game ready assets following our creative director's direction. You can view the project at: <http://www.vrsus-guardian.site/>.

### Project Orion: ChiaroScurio

**Spring 2016, In Process**

ChiaroScurio is a cooperative 3D puzzler that gives players the ability to become the environment. I was part of a team of 13 students as the Environment Art Director and Lead Artist. I manage and work with the artists on creating environment assets modeling, texturing, and world building.

## HONORS

RIT Honors Program  
Dean's List  
RIT Outstanding Undergraduate Scholar Award  
NRS Scholarship  
National Society of Colligated Scholars (NSCS)

**Aug. 2014 - May 2018**  
**Fall 2013 - May 2018**  
**2016 - 2017**  
**Fall 2015 - 2016**  
**Fall 2013 - Present**

## CLUB & VOLLUNTEER ACTIVITIES

Tails of Hope  
RIT Career Services and Cooperative Education Student Ambassador  
RIT Anime Club  
RIT Tora-Con Staff  
Workforce Manager, Volunteer

**Jul. 2018 - Present**  
**Aug. 2014 - Dec. 2016**  
**Aug. 2014 - May 2018**  
**May 2013 - May 2018**