

Joseph Lu

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OBJECTIVE

Creative and dedicated game design and development graduate seeking entry level opportunity to apply my programming and problem solving skills for the junior programming position at Company Name.

EDUCATION

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

May 2018
GPA: 3.89/4.00
Summa Laude

SKILLS

Software:

Unity, Unreal Engine, MonoGame, Microsoft Visual Studio, Processing, Github, Sourcetree, Bitbucket, Eclipse, Notepad++, Brackets, Microsoft Excel

Programming Languages:

C#, Java, JavaScript, C++, HTML5, CSS

Languages:

English (fluent), Mandarin (intermediate), German(novice)

WORK EXPERIENCE

Game Design Intern, Wooga, Berlin, Germany

Apr. 2017 – Nov. 2017

- Researched and wrote documents that highlighted features Match3 mechanics.
- Designed Match3 levels using company's custom engine.
- Created custom JS scripts for Google Spreadsheet that improved populating config and checked for errors reducing a process that took a minimum of 30 minutes to a few seconds with a click of a button.
- Tested for bugs and created bug tickets for designated team members.

Teaching Assistant, RIT, Rochester, NY

Aug. 2016 - Dec. 2016

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

Instructor, iDTech Princeton, Princeton, NJ

Jun. 2015 - Aug. 2015, Jun 2016 - Aug 2016

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

PROJECTS

Galactic Clapback

Aug. 2018 - Present

- Mobile bullet hell game where player can parry the enemy spaceships. C#
- Creating all of the 3D models, GUI, particle system and custom shadergraphs. Unity
- Designed and programmed shop and lottery system.
- Balanced game economy and difficulty curved based on a tier system.

VRsus guardian - vrsus-guardian.site

Feb. 2018 - May 2018

- A two-player, cat-and-mouse chase between VR and AR semester-long project comprised of 11 students. C#
- Recruited, on-boarded, and led art members, created game ready assets following our creative director's direction. Unity
- Implemented our team's art production pipeline, managed asset inventory, and processed it into Unity.
- Modeled game character, environment assets, created particle systems.

Project Orion: ChiaroScurio

Feb. 2016 - May 2016

- ChiaroScurio is a cooperative 3D puzzler that gives players the ability to become the environment and solve puzzles. C++/C#
- Managed and worked with the artists in creating environment assets model, texture, PS4 and level. Unity
- Model and hand painted environment assets, QA assets, imported assets to engine, and world building.

HONORS

RIT Honors Program
RIT Outstanding Undergraduate Scholar Award

Aug. 2014 - May 2018
2016 - 2017

VOLUNTEER

RIT Career Services and Cooperative Education Student Ambassador

Aug. 2014 - Dec. 2016