Joseph Lu

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OBJECTIVE	Passionate and dedicated game design and development graduate seeking entry level opportunity to apply my technical and artist skills for the junior 3D artist position at Company Name.

EDUCATION

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

SKILLS

Software:
Maya, Mudbox, ZBrush, Photoshop, 3DCoat, Substance Painter, Substance Designer, After Effects, Unity, Unreal Engine, MonoGame, Microsoft Visual Studio, Processing, xNormal, Eclipse, Notepad++, Brackets, Microsoft Excel

Programming Languages:
C#, Java, JavaScript, C++, HTML5, CSS

Artistic:
3D Modeling (Organic, Hand Surface), Texturing (Hand painted, PBR Workflow), Retopology, UV Unwrapping, Rigging & Animation, 3D Sculpting, 2D Illustration, Shuriken Particles, Unity/Unreal Shader Graph

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** / C# / Unity
- Mobile bullet hell game where player can parry the enemy spaceships.
- Creating all of the 3D models, GUI, particle system and custom shadergraphs.
- 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** / C# / Unity
- A two-player, cat-and-mouse chase between VR and AR semester-long project comprised of 11 students.
- Recruited, on-boarded, and led art members, created game ready assets following our creative director's direction.
- 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: ChiaroScuro — **Feb. 2016 - May 2016** / C++/C# / PS4 / Unity
- ChiaroScuro is a cooperative 3D puzzler that gives players the ability to become the environment and solve puzzles.
- Managed and worked with the artists in creating environment assets model, texture, and level.
- Model and hand painted environment assets, QA assets, imported assets to engine, and world building.

HONORS

RIT Honors Program — **Aug. 2014 - May 2018**
RIT Outstanding Undergraduate Scholar Award — **2016 - 2017**

VOLUNTEER

RIT Career Services and Cooperative Education Student Ambassador — **Aug. 2014 - Dec. 2016**