Joseph Lu

(646)-942-3090
13josephlu@gmail.com

jl4312.github.io/
artstation.com/jl4312
linkedin.com/in/13luj/
github.com/jl4312

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, Mandarin, German

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 JS scripts for Google Spreadsheet that sped up 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
- Assisted in teaching students modeling and animation using Maya.   **Aug. 2016 - Dec. 2016**
- 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

Tails of Hope   **Jul. 2018 - Present**
RIT Career Services and Cooperative Education Student Ambassador   **Aug. 2014 - Dec. 2016**
RIT Anime Club   **Aug. 2014 - May 2018**
RIT Tora-Con Staff   **May 2013 - May 2018**
GDC Conference Associate   **March 2018**