

# Joseph Lu

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## Education

### Rochester Institute of Technology (RIT)

Rochester, NY — August 2013 - May 2018  
Bachelor of Science in Game Design and Development  
Minor in Modern Languages: Chinese  
RIT Honors Program

GPA: 3.89/4.00  
Summa Cum Laude

## Work Experience

### Pomsky Games, Technical Artist - <https://pomsky.games/thelightwithin>

Freelancer — June 2022 — Present

Brought on to work on *The Light Within* as their technical artist freelancer. Working on creating the environment, creating custom shaders in Shadergraph, working with lightmaps, optimizing the project, modeling assets in Blender and texturing using Photoshop.

### US Department of Defense, Training Specialist (Virtual Reality/3D Modeling)

Fort Lee, VA — May 2020 - Present

Continue development tasks but as an Army representative, working with contractors, and providing technical guidance in Unity. Design and develop Unity products that simulate training procedures for soldiers. Wireframe user interfaces, create UI/UX within Unity's Canvas system, and program interactivity. Development methods to optimized builds, create custom shaders with HLSL and Shadergraph. Generate PBR 3D models using Maya, Substance Painter, and Photoshop.

### Cedar Band Cooperation — Suh'dutsing Telecom, 3D Developer

Fort Lee, VA — December 2018 - May 2020

Created Unity builds for the clients to serve their goal to educate US soldiers and develop innovative products. Developed project workflow architectures, UX/UI, and data parsing in Unity. Optimized asset creation methods and improved product development: photogrammetry and 3D printing. Created photorealistic 3D models, created PBR textures using Substance Painter, wrote custom shaders with HLSL, and integrated assets into Unity. Deploy apps for Android, iOS, and WebGL using Unity.

### Wooga, Game Design Intern

Berlin, Germany — April 2017 - November 2017

Interned for a mobile Match3 game. Researched and wrote documents that highlighted features of Match3 mechanics in competitors. Designed Match3 levels using the company's custom engine. Created custom JavaScript scripts inside Google Spreadsheet that improved populating config and checked for errors streamlining the process. Playtested for bugs and created bug tickets for designated team members.

## Personal Projects

### Flicker Fortress — <https://aquilateam.itch.io/flickerfortress>

Flicker Fortress is a single-player 3D puzzle platformer where the player controls a firefly called Flicker who can meld/fuse with electrical devices. A personal project with a group of friends. I oversaw art where I modeled and textured the character, props, and environment assets in Maya and 3D Coat. Wrote custom shaders in HLSL and created particle effects in Unity. I programmed and designed UI/UX, gameplay, and data saving manager in Unity.

### Galactic Clapback — <https://jl4312.itch.io/clapback>

Mobile bullet hell where the player must dodge and parry the enemy spaceships. The main objective is to get the highest scores which exchange into in-game currency allowing players to purchase more unique ships. I worked with a group of three friends. I was the sole artist in charge of creating 3D models, UI, VFX, and shaders using shader graphs. Programmed and designed shop and lottery system.

### VRsus guardian

VRsus guARdian is a cat-and-mouse chase where one player plays using an AR-enabled device and another player utilizes a VR system. Student project with a group of RIT students. Recruited and led art members, created low poly assets following our creative director's direction. Implemented our team's production pipeline, tracked deadlines, and imported assets into Unity.

## Extracurricular Activities

### GDC Conference Associate

San Francisco, California — 2018, 2019

## Software

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

## Programming Languages

C#  
Java  
JavaScript  
C++  
HTML5  
CSS  
HLSL