Joseph Lu

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Software
Autodesk Maya
ZBrush
Autodesk Mudbox
3DCoat
Substance Painter
Substance Designer
Adobe Photoshop
Adobe Suite
Marmoset Toolbag
Figma

Unity
Unreal Engine
Microsoft Visual Studio

Sourcetree
Github
BitBucket

Programming Languages
C#
Java
JavaScript
C++
HTML5
CSS
HLSL

Skills
3D Modeling
UV Unwrapping
Texturing (Handpainted, PBR)
Technical Art
Shadergraph
Unity Particles
Animation
Rigging
UI/UX
Game Design
Programming
Source Control

Work Experience

Technical Artist, Pomsky Games   June 2022 - Present
- Craft captivating **stylized 3D** diorama in **Unity**, enhancing the creative vision.
- Develop custom shaders with **Shadergraph**, and optimize lighting.
- Model **assets** for optimal performance and visual quality.
- Design **puzzles**, develop **prototypes**, and create **greybox** environments.

Unity Developer, US Department of Defense   May 2020 - Present
- Provide technical guidance for **Unity**-based military training simulations.
- Design and wireframe **UI/UX** with Unity's **Canvas System** and script functionality using **C#**.
- Optimize **asset pipeline workflows** to boost team efficiency and productivity.
- Create photorealistic **3D models** and **PBR textures** using **Maya** and **Substance Painter**, script custom shaders with **HLSL** and **ShaderGraph**, and integrated assets into **Unity**.

3D Developer, Cedar Band Corporation   December 2018 - May 2020
- Engineered **Unity** builds for soldier training on multiple platforms.
- Architected project workflows, designed **UX/UI** in Unity's **Canvas System**, and implemented data parsing techniques.
- Developed optimized asset creation strategies using photogrammetry, texture atlasing, and PBR workflow to streamlined development and enhanced performance.

Game Design Intern, Wooga   April 2017 - November 2017
- Researched Match3 mechanics to enhance design strategies, resulting in improved gameplay experience.
- Designed **Match3** levels using the proprietary engine and **Unity**, and automated config and error detection with **JavaScript** in Google Sheets.
- Conducted playtesting to identify and document bugs, generated tickets.

Projects

The Light Within — https://pomsky.games/thelightwithin

Mobile isometric puzzle game focusing on mental health. As the **technical artist**, I create custom materials, particle systems, and optimize builds, contributing to the narrative and puzzle design. Recognized for the Unity for Humanity Grant 2024.

Flicker Fortress — https://aquilateam.itch.io/flickerfortress

3D puzzle platformer, players control a firefly that merges with electrical devices to solve challenges. I contributed as a **3D Artist**, **Game Designer**, and **Programmer**, responsible for creating character models and props, developing custom shaders using HLSL, and implementing particle effects. Additionally, I optimized assets in Unity, designed the UI/UX, and scripted core game mechanics to enhance the overall gameplay experience.

Galactic Clapback — https://jl4312.itch.io/clapback

Developed a mobile bullet hell game for **Android** in **Unity**, where players dodge and parry enemy spaceships. Created all **3D models**, **UI** elements, and visual effects, utilizing **Shader Graph** to develop custom shaders that enhanced the game's visuals. Designed and implemented the shop and lottery system.

Education

Rochester Institute of Technology (RIT)
Bachelor of Science in Game Design and Development

Extracurricular Activities
GDC Conference Associate   2018, 2019