

Joseph Lu

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artstation.com/jl4312

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

TRADOC, Training Specialist (Virtual Reality/3D Modeling)

Fort Lee, VA — May 2020 - Present

Continue development tasks from Suh'dutsing Telecom but as a TRADOC representative, working with Suh'dutsing Telecom contractors, and providing technical guidance in Unity. Design and develop Unity applications that simulate training procedures for soldiers. Wireframe user interfaces and create UI/UX within Unity's Canvas system. Programmed and debug in C# using Visual Studios. Write scripts that parse JSON, CSV, and text files in WebGL. Generate PBR 3D models using Maya, Substance Painter, and Photoshop.

Cedar Band Cooperation – Suh'dutsing Telecom, 3D Developer

Fort Lee, VA — December 2019 - May 2020

Created Unity builds for TRADOC clients to serve their goal to educate US soldiers and develop innovative technology. Created project workflow architectures, UX/UI, and data parsing in Unity. Optimized asset creation methods and improved product development such as photogrammetry and 3D printing. Created photorealistic 3D models, created PBR textures, wrote custom shaders, 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. Tested 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. Modeled and textured the character, props, and environment assets in Maya and 3DCoat. 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
3DCoat
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