

# Joseph Lu

[13josephlu@gmail.com](mailto:13josephlu@gmail.com) | (646) 942-3090 | [jl4312.github.io/](https://jl4312.github.io/) | [artstation.com/jl4312](https://artstation.com/jl4312)

## Software

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

## Programming Languages

C#  
Java  
JavaScript  
C++  
HTML5  
CSS  
HLSL

## Skills

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

## Work Experience

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

Fort Lee, VA — May 2020 - Present

- Collaborating with contractors providing technical guidance in the development of Unity products that simulate training procedures for soldiers
- Design and wireframe user interfaces, creating intuitive UI/UX experiences through the use of Unity's Canvas System and programmed C# scripts for gameplay interactivity
- Using Maya and Substance Painter to create photorealistic 3D models and PBR textures, script custom shaders with HLSL, and integrate assets into Unity.

### Pomsky Games, Technical Artist Freelancer

Remote — June 2022 – Present

- Create an immersive and visually engaging 3D environment that aligned with the project's creative vision.
- Design custom shaders with Shadergraph, optimize the project with lightmaps, and create particle effects using the built-in particle system.
- Model assets and generate textures, and optimized assets.

### Cedar Band Corporation – Suh'dutsing Telecom, 3D Developer

Fort Lee, VA — December 2018 - May 2020

- Developed Unity builds to support their mission of educating and empowering US soldiers across multiple platforms, including Android, iOS, and WebGL.
- Designed and implemented project workflows, UX/UI interfaces in Unity's Canvas System, and data parsing techniques with FileIO and StreamingAssets.
- Optimized asset creation methods resulted in streamlined product development, including techniques such as photogrammetry and 3D printing.

### Wooga, Game Design Intern

Berlin, Germany — April 2017 - November 2017

- Conducted research on the Match3 mechanics of competitors and documented my findings.
- Utilizing the company's custom engine to design Match3 levels, and developed JavaScript scripts within Google Spreadsheet to streamline the process of populating configuration and checking for errors.
- Playtested the game for bugs and generated bug tickets for designated team members.

## Personal Projects

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

Flicker Fortress is a 3D single-player puzzle platformer where the player takes on the role of Flicker, a firefly capable of melding with electrical devices. As the lead artist, I oversaw the creation of character models, environment assets, and props using industry-standard tools such as Maya and 3DCoat. Additionally, I utilized HLSL to create custom shaders and Unity for creating particle effects. My responsibilities also extended to designing the UI/UX, gameplay mechanics, and data saving with FileIO in Unity.

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

Mobile bullet hell where the player must dodge and parry the enemy spaceships. Was the sole artist in charge of creating 3D models, UI elements, and visual effects. I also utilized shader graphs to develop custom shaders to enhance the game's aesthetics. In addition to my artistic contributions, I designed and programmed the game's shop and lottery system to provide players with unique in-game currency options.

### VRsus guARDian

VRsus guARDian is an immersive game that involves a thrilling cat-and-mouse chase between players using AR and VR systems. As a member of a talented team of RIT students, I led the art team, creating captivating low-poly assets that aligned with our creative director's vision. I also established an efficient production pipeline, closely monitored project milestones, and integrated assets into Unity.

## 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

## Extracurricular Activities

### GDC Conference Associate

San Francisco, California – 2018, 2019

