

Joseph Lu

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Work Experience

Pomsky Games, Technical Artist Freelancer

Remote — June 2022 — Present

Brought on to work on [The Light Within](#) as their technical artist freelancer. Working on creating the environment based on concept art, creating custom shaders in Shadergraph, working with lightmaps, optimizing the project in URP, creating particle effects using Unity Built-in Particle System, 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 as an DoD 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 write scripts for program interactivity. Development methods to optimize builds, and create custom shaders with HLSL and Shadergraph. Generate PBR 3D models using Maya, Substance Painter, and Photoshop.

Cedar Band Corporation — Suh'dutsing Telecom, 3D Developer

Fort Lee, VA — December 2018 - May 2020

Created Unity builds for the DoD clients to serve their goal of educating US soldiers and developing innovative products. Designed project workflow architectures, UX/UI in Unity Canvas, and data parsing with FileIO and StreamingAssets 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. Deployed 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 directed art where I 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 with FileIO 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. 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. 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 milestones, and imported 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

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