

Joseph Lu

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[jl4312.github.io/
artstation.com/jl4312](https://jl4312.github.io/artstation.com/jl4312)

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science in Game Design and Development
Minor in Modern Languages: Chinese
RIT Honors Program

Aug 2013 - May 2018
GPA: 3.89/4.00
Summa Cum Laude

SKILLS

Software:

Maya, Mudbox, ZBrush, Photoshop, 3DCoat, Substance Painter, After Effects, Unity, Unreal Engine, Microsoft Visual Studio, Eclipse, Microsoft Excel

Programming Languages:

C#, Java, JavaScript, C++, HTML5, CSS

Artistic:

3D Modeling (Organic, Hand Surface), Texturing (Hand painted, PBR Workflow), Retopology, UV Unwrapping, Rigging & Animation, 3D Sculpting, 2D Illustration, Shuriken Particles, Unity/Unreal Shader Graph

Languages:

English, Mandarin

WORK EXPERIENCE

Training Specialist (Virtual Reality/3D Modeling), TRADOC, 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.
- Write scripts that handle FileIO function and parses JSON, CSV, and text files.
- Generated PBR 3D models using Maya, Substance Painter, and Photoshop.
- Handle asset management using Asset Bundles.
- Programmed and debug in C# using Visual Studios.

3D Developer, Cedar Band Cooperation, Suhdutsing Telecom, Fort Lee, VA **Dec. 2018 - May 2020**

- Created Unity products for TRADOC clients to serve their goals to educate US soldiers.
- Created project workflow, architectures, UX/UI, and data management in Unity.
- Optimized asset creation methods and improved product development
- Created photorealistic models, create PBR textures, write custom shaders and art integration in Unity.
- Deploy apps for Android, iOS, and WebGL using Unity.

Game Design Intern, Wooga, Berlin, Germany

Apr. 2017 - Nov. 2017

- Researched and wrote documents that highlighted features Match3 mechanics.
- Designed Match3 levels using company's custom engine.
- Created custom JS scripts for Google Spreadsheet that improved populating config and checked for errors reducing a process that took a minimum of 30 minutes to a few seconds with a click of a button.
- Tested for bugs and created bug tickets for designated team members.

PROJECTS

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

Aug. 2018 - Nov. 2019

- Modeled and textured the character props and the environment assets in Maya. C#
- Wrote custom shaders and create particle effects in Unity Unity
- Programmed and designed UI/UX, gameplay, and data management system in Unity.

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

Aug. 2018 - May 2019

- Mobile bullet hell game where player can parry the enemy spaceships. C#
- Creating all of the 3D models, GUI, particle system and custom shadergraphs. Unity
- Designed and programmed shop and lottery system.

VRsus guardian

Feb. 2018 - May 2018

- A two-player, cat-and-mouse chase between VR and AR semester-long project comprised of 11 students. C#
- Recruited, on-boarded, and led art members, created game ready assets following our creative director's direction. Unity
- Implemented our team's art production pipeline, managed asset inventory, and processed it into Unity.
- Modeled game character, environment assets, created particle systems.

VOLUNTEER

GDC Conference Associate

GDC 2018, 2019