

Joseph Lu

Software

Autodesk Maya
ZBrush
Autodesk Mudbox
3DCoat
Substance Painter
Substance Designer
Adobe Photoshop
Clip Studio Paint
Adobe Suite
Marmoset Toolbag
Visual Studio

Game Engine

Unity
Unreal Engine

Version Control & Collaboration

Github
Sourcetree
BitBucket
Jira
Trello
Asana

Programming Languages

C#
Java
JavaScript
C++
HTML5
CSS
HLSL

Skills

3D Modeling
UV Unwrapping
Texturing- Stylized,
PBR
Technical Art
Shadergraph
Unity Particles
Animation
Rigging
UI/UX
Game Design
Programming
Source Control

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Work Experience

Unity XR Developer, [Envision Innovative Solutions](#)

June 2022 - Present

- Develop Unity XR applications for VR/MR experience using OpenXR, XR Interaction Toolkit, and Meta Quest SDK.
- Transform client requirements into immersive XR solutions
- Implement VR input systems, locomotion, UI/UX, and interactive mechanics.
- Manage large asset pipelines with Addressables, optimize scenes and create Shader Graph for runtime performance on Meta Quest 3.
- Ensure end-to-end product quality under tight deadlines.

Technical Artist, [Pomsky Games](#)

June 2022 - Present

- Build stylized 3D environments in Unity, from concept to final implementation.
- Create custom materials and shaders with Shadergraph, optimizing lighting and rendering performance for mobile.
- Develop optimized 3D assets for optimal performance and visual quality.
- Design and implement puzzles mechanics, develop prototypes, and create greybox environments for rapid iteration.

Unity Developer, US Department of Defense

May 2020 - Nov 2024

- Provided technical leadership for Unity-based military training simulations, including system architecture and performance optimization.
- Designed and implemented UI/UX with Unity Canvas and C# script.
- Streamlined asset pipeline to improve team efficiency and production workflow.
- Built photorealistic assets and custom HLSL/Shader Graph shaders in 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.
- Optimized asset creation using photogrammetry, texture atlasing, and PBR workflows to improve performance and streamline development.

Game Design Intern, [Wooga](#)

April 2017 - November 2017

Projects

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

Mobile isometric puzzle game focused on mental health. As Technical Artist and Unity Developer, I design and implement puzzle mechanics and core gameplay systems, develop custom shaders, enhance visual fidelity, and collaborate with artists and designers to deliver a polished, high-quality in-game experience.

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

3D puzzle platformer where players control a firefly capable of merging with objects. Contributed as 3D Artist, Game Designer, and Programmer. Developed HLSL shaders, particle systems, character model, UI/UX implementation, and core gameplay mechanics in Unity.

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

Mobile bullet-hell game developed in Unity for Android. Designed and implemented all 3D assets, UI system, Shader Graph material, VR and gameplay system.

Education

Rochester Institute of Technology (RIT)

Bachelor of Science in Game Design and Development

Extracurricular Activities

GDC Conference Associate

2018, 2019

