Joseph Lu

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EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY | **May 2018**
Bachelor of Science in Game Design and Development | **GPA: 3.89/4.00**
Minor in Modern Languages: Chinese | **Summa Laude**

SKILLS

Software:
Maya, Mudbox, ZBrush, Photoshop, 3DCoat, Substance Designer, After Effects
Unity, Unreal Engine, MonoGame, Microsoft Visual Studio, Processing, Eclipse, Notepad++, Brackets, Microsoft Excel

Programming Languages:
C#, Java, JavaScript, C++, HTML5, CSS

Artistic:
3D Modeling, Texturing, Retopology, Hard Surface Modeling, UV Unwrapping
Rigging & Animation, 3D Sculpting, 2D Illustration, Shuriken Particles, Unity Shader Graph

Languages:
English, Mandarin, German

WORK EXPERIENCE

Game Design Intern, WOOGA, Berlin, Germany — **Apr. 2017 – Nov. 2017**
- Wrote design documents that highlight features for the game.
- Designed Match 3 levels with company's custom engine.
- Researched competitors Match 3 mechanics.
- Setup game's config system and creates custom scripts in Google Spreadsheet to expediting the development process.
- Tested for bugs and created bug tickets for designated team members.

Teaching Assistant, RIT, Rochester, NY — **Aug. 2016 - Dec. 2016**
- Assisted in teaching students modeling and animation using Maya.
- Provided feedback and graded student assignments.

Instructor, iDTech Princeton, Princeton, NJ — **Jun. 2015 - Aug. 2015, Jun 2016 - Aug 2016**
- Taught Scratch 2.0, JavaScript, Java, C++, and Minecraft Modding to campers.

PROJECTS

Galactic Clapback — **Aug. 2018 - Present** C# Unity
- Mobile bullet hell game where player can parry the enemy spaceships
- Creating all of the 3D models, GUI, particle system and custom shadergraphs.
- Designed and programmed shop and lottery system
- Balanced game economy and difficulty curved based on a tier system.

VRsus guardian - vrsus-guardian.site — **Feb. 2018 - May 2018** C# Unity
- A two-player, cat-and-mouse chase between VR and AR semester-long project comprised of 11 students.
- Recruited, on-boarded, and led art members, created game ready assets following our creative director's direction.
- Implemented our team's art production pipeline, managed asset inventory, and processed it into Unity
- Modeled game character, environment assets, created particle systems

Project Orion: ChiaroScuro — **Feb. 2016 - May 2016** C++/C# PS4 Unity
- ChiaroScuro is a cooperative 3D puzzler that gives players the ability to become the environment and solve puzzles.
- Managed and worked with the artists in creating environment assets model, texture, and level.
- Concepted and model environment assets, QA assets, imported assets to engine, and world building

HONORS

RIT Honors Program | **Aug. 2014 - May 2018**
RIT Outstanding Undergraduate Scholar Award | **2016 - 2017**

VOLUNTEER

Tails of Hope | **Jul. 2018 - Present**
RIT Career Services and Cooperative Education Student Ambassador | **Aug. 2014 - Dec. 2016**
RIT Anime Club | **Aug. 2014 - May 2018**
RIT Tora-Con Staff | **May 2013 - May 2018**
    Workforce Manager | **Aug 2013 - May 2018**
    Volunteer | **May 2013**