

# Joseph Lu

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## Software

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

## Programming Languages

C#  
Java  
JavaScript  
C++  
HTML5  
CSS  
HLSL

## Skills

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

## Work Experience

**Unity Developer**, US Department of Defense  
Fort Gregg-Adams, VA

May 2020 - Present

- Provide technical guidance and collaborate with contractors in developing **Unity**-based military training simulations.
- Design and wireframe **UI/UX** with Unity's **Canvas System** and script functionality using **C#**.
- Optimize **asset pipeline workflows** to boost team efficiency and productivity.
- Create photorealistic **3D models** and **PBR textures** using **Maya** and **Substance Painter**, script custom shaders with **HLSL** and **ShaderGraph**, and integrated assets into **Unity**.

**Technical Artist Freelancer**, [Pomsky Games](https://pomskygames.com/)

Remote

June 2022 - Present

- Craft captivating **stylized 3D** diorama in **Unity**, aligning with creative vision.
- Create custom shaders with **Shadergraph**, optimize lighting with **lightmaps**, and implement particle effects using Unity's **particle system**.
- Model **assets** for optimal performance and visual quality.
- Design **puzzles**, develop **prototypes**, and create **greybox** environments.

**3D Developer**, [Cedar Band Corporation – Suh'dutsing Telecom](https://cedarband.com/)

Fort Gregg-Adams, VA

December 2018 - May 2020

- Engineered **Unity** builds for US soldier training across: Android, iOS, Window Exe, and WebGL.
- Architected project workflows, designed **UX/UI** in Unity's **Canvas System**, and implemented data parsing techniques using **FileIO**, **AssetBundles**, **Addressables**, and **StreamingAssets**.
- Developed optimized asset creation strategies using photogrammetry, texture atlasing, and PBR workflow to streamlined development and enhanced performance.

**Game Design Intern**, [Wooga](https://wooga.com/)

Berlin, Germany

April 2017 - November 2017

- Researched **Match3** mechanics from competitors, documented insights to enhance design strategies and gameplay experience.
- Designed **Match3** levels using the proprietary engine and **Unity**, and automated config file population and error detection with **JavaScript** in Google Sheets.
- Conducted playtesting to identify and document bugs, generated tickets.

## Personal Projects

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

A 3D puzzle platformer where the player controls a firefly that can merge with electrical devices to solve challenges. My roles were **3D Artist**, **Game Designer**, and **Programmer**. I created character models, mechanical assets, and props using **Maya** and **3DCoat**. Utilized **HLSL** to create custom shaders, implemented particle effects, and optimized assets in **Unity**. Designed **UI/UX**, crafted levels, and scripted game mechanics.

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

Developed a mobile bullet hell game for **Android** in **Unity**, where players dodge and parry enemy spaceships. As the sole artist, I created all **3D models**, **UI** elements, and visual effects, utilizing **Shader Graph** to develop custom shaders that enhanced the game's visuals. I also designed and programmed the shop and lottery system, incorporating a gacha mechanic.

**VRsus guARDian**

An immersive **AR** and **VR** game featuring a thrilling cat-and-mouse chase. As the lead artist in a team of RIT students, we created low-poly assets that aligned with the creative vision. I established our production pipeline, monitored project milestones, and integrated assets into **Unity** to ensure seamless gameplay.

## Education

**Rochester Institute of Technology (RIT)**

Rochester, NY

August 2013 - May 2018

Bachelor of Science in Game Design and Development

GPA: 3.89/4.00

Minor in Modern Languages: Chinese

Summa Cum Laude

RIT Honors Program

## Extracurricular Activities

**GDC Conference Associate**

San Francisco, California – 2018, 2019