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
Eclipse
Microsoft Office
Sourcetree
Github
BitBucket

Programming Languages

C#
Java
JavaScript
C++
HTML5
CSS
HLSL

Skills

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

Work Experience

Unity Developer, US Department of Defense
Fort Gregg-Adams, VA   May 2020 - Present
- Collaborating with contractors providing technical guidance in the development of Unity products that simulate training procedures for soldiers
- Design and wireframe user interfaces, ensuring intuitive UI/UX experiences utilizing Unity's Canvas System and C# scripts for gameplay interactivity
- Developed pipeline workflows for asset creation, significantly enhancing team efficiency and productivity
- Create photorealistic 3D models and PBR textures using Maya and Substance Painter, scripted custom shaders with HLSL, and seamlessly integrated assets into Unity environments

Technical Artist Freelancer, Pomsky Games
Remote   June 2022 - May 2023
- Crafted an immersive and visually captivating low-poly 3D environment in alignment with the project's creative direction
- Developed custom shaders utilizing Shadergraph, optimized lighting with lightmaps, and implemented dynamic particle effects using Unity's native particle system
- Modeled low-poly assets and generated textures, and optimized assets

3D Developer, Cedar Band Corporation – Suh'dutsing Telecom
Fort Gregg-Adams, VA   December 2018 - May 2020
- Engineered Unity builds to facilitate the mission of educating and empowering US soldiers across multiple platforms, including Android, iOS, and WebGL
- Architected and executed project workflows, UX/UI interfaces within Unity's Canvas System, and data parsing techniques with FileIO and StreamingAssets
- Implemented optimized asset creation strategies such as photogrammetry, texture atlasing, PBR workflow resulted in streamlined product development

Game Design Intern, Wooga
Berlin, Germany   April 2017 - November 2017
- Conducted research on the Match3 mechanics of competitors and documented my findings.
- Utilizing the company's custom engine to design Match3 levels, and developed JavaScript scripts within Google Spreadsheet to streamline the process of populating configuration and checking for errors.
- Playtested the game for bugs and generated bug tickets for designated team members.

Personal Projects

Flicker Fortress — https://aquilateam.itch.io/flickerfortress
Flicker Fortress is a 3D single-player puzzle platformer where the player takes on the role of Flicker, a firefly capable of melding with electrical devices. As the lead artist, I oversaw the creation of character models, environment assets, and props using industry-standard tools such as Maya and 3DCoat. Additionally, I utilized HLSL to create custom shaders and Unity for creating particle effects. My responsibilities also extended to designing the UI/UX, gameplay mechanics, 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. Was the sole artist in charge of creating 3D models, UI elements, and visual effects. I also utilized shader graphs to develop custom shaders to enhance the game's aesthetics. In addition to my artistic contributions, I designed and programmed the game's shop and lottery system to provide players with unique in-game currency options.

VRsus guARdian
VRsus guARdian is an immersive game that involves a thrilling cat-and-mouse chase between players using AR and VR systems. As a member of a talented team of RIT students, I led the art team, creating captivating low-poly assets that aligned with our creative director's vision. I also established an efficient production pipeline, closely monitored project milestones, and integrated assets into Unity.

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