

# 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
- Develop asset pipeline workflows enhancing team efficiency and productivity
- Create photorealistic 3D models and PBR atlas textures using Maya and Substance Painter, script custom shaders with HLSL, and integrated assets into Unity

**Technical Artist Freelancer**, [Pomsky Games](#)

Remote

June 2022 - Present

- Craft an immersive and visually captivating low-poly 3D environment in alignment with the project's creative direction with Unity
- Develop custom shaders utilizing Shadergraph, optimize lighting with lightmaps, and implement dynamic particle effects using Unity's particle system
- Model low-poly assets and generate textures, and optimize 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