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 cum Laude**

SKILLS

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

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

Platforms:
PC, WebGL, Android, Augmented Reality (Vuforia), Virtual Reality

Artistic:
3D Modeling (Organic, Hand Surface), Texturing (Hand painted, PBR Workflow), Retopology, UV Unwrapping, Rigging & Animation, 3D Sculpting, 2D Illustration, Shuriken Particles, Unity/Unreal Shader Graph

Languages:
English (fluent),   Mandarin (intermediate), German (novice)

WORK EXPERIENCE

3D Developer, Cedar Band Corporation, Suhdutsing Telecom, Fort Lee, VA   **Dec. 2018 – Present**
- Creating training tools within Unity to train US soldier onsite procedures.
- Create project workflow, architecture, gameplay, UI, and data management in Unity.
- Optimize asset creation methods, improved product development, and research method of to educate soldiers.
- Create PBR models of product; write custom shaders, and art integration in Unity.
- Deployment of apps for Android and WebGL.

Game Design Intern, Wooga, Berlin, Germany   **Apr. 2017 - Nov. 2017**
- Researched and wrote documents that highlighted features Match3 mechanics.
- Designed Match3 levels using company's custom engine.
- Created custom JS scripts for Google Spreadsheet that improved populating config and checked for errors reducing a process that took a minimum of 30 minutes to a few seconds with a click of a button.
- 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.

PERSONAL PROJECTS

Flicker Fortress - https://aquilateam.itch.io/flickerfortress   **Aug. 2018 - Nov. 2019**
C#
Unity
- 3D puzzle platformer where players fuses with electrical appliances to solve self-contain levels.
- Model and texture character, props, and some environment assets.
- Wrote custom shaders and create particle effects.
- Programmed UI, gameplay, and data management system.
- Designed levels and key functionalities.

Galactic Clapback   **Aug. 2018 - Nov. 2019**
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   **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.

HONORS

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

VOLUNTEER

RIT Career Services and Cooperative Education Student Ambassador   **Aug. 2014 - Dec. 2016**