A black background with a black background

Description automatically generated with low confidence

[jl4312.github.io/](https://jl4312.github.io/)

[artstation.com/jl4312](http://www.artstation.com/jl4312)

**Joseph Lu**

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**EDUCATION**

**SKILLS**

**WORK**

**EXPERIENCE**

**PROJECTS**

**VOLUNTEER**

**Aug 2013 - May 2018**

**GPA: 3.89/4.00**

**Summa Cum Laude**

**May 2020 - Present**

**Dec. 2018 - May 2020**

**Apr. 2017 - Nov. 2017**

**Aug. 2018 - Nov. 2019**

C#

Unity

**Aug. 2018 - May 2019**

C#

Unity

**Feb. 2018 – May 2018**

C#

Unity

**GDC 2018, 2019**

**Rochester Institute of Technology (RIT),** Rochester, NY

Bachelor of Science in Game Design and Development

Minor in Modern Languages: Chinese

RIT Honors Program

**Software:**

Maya, Mudbox, ZBrush, Photoshop, 3DCoat, Substance Painter, After Effects, Unity, Unreal Engine, Microsoft Visual Studio, Eclipse, Microsoft Excel

**Programming Languages:**

C#, Java, JavaScript, C++, HTML5, CSS

**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, Mandarin

**Training Specialist (Virtual Reality/3D Modeling), TRADOC,** Fort Lee, VA

* Continue development tasks from Suh'dutsing Telecom but as a TRADOC representative, working with Suh'dutsing Telecom contractors and providing technical guidance in Unity.
* Design and develop Unity applications that simulate training procedures for soldiers.
* Wireframe user interfaces and create UI/UX within Unity's Canvas system.
* Write scripts that handle FileIO function and parses JSON, CSV, and text files.
* Generated PBR 3D models using Maya, Substance Painter, and Photoshop.
* Handle asset management using Asset Bundles.
* Programmed and debug in C# using Visual Studios.

**3D Developer, Cedar Band Cooperation, Suhdutsing Telecom,** Fort Lee, VA

* Created Unity products for TRADOC clients to serve their goals to educate US soldiers.
* Created project workflow, architectures, UX/UI, and data management in Unity.
* Optimized asset creation methods and improved product development
* Created photorealistic models, create PBR textures, write custom shaders and art integration in Unity.
* Deploy apps for Android, iOS, and WebGL using Unity.

**Game Design Intern, Wooga,** Berlin, Germany

* 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.

**Flicker Fortress -** [**https://aquilateam.itch.io/flickerfortress**](https://aquilateam.itch.io/flickerfortress)

* Modeled and textured the character props and the environment assets in Maya.
* Wrote custom shaders and create particle effects in Unity
* Programmed and designed UI/UX, gameplay, and data management system in Unity.

**Galactic Clapback -** [**https://jl4312.itch.io/clapback**](https://jl4312.itch.io/clapback)

* 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.

**VRsus guardian**

* 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.

**GDC Conference Associate**