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

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

[twitter.com/Jo\_Lu\_Can\_Art](http://twitter.com/Jo_Lu_Can_Art)

[linkedin.com/in/jl4312/](http://www.linkedin.com/in/13luj/)

**Joseph Lu**

(646)-942-3090

13josephlu@gmail.com

**OBJECTIVE**

**EDUCATION**

**SKILLS**

**WORK**

**EXPERIENCE**

**PROJECTS**

**HONORS**

**VOLUNTEER**

Capable and dedicated game design and development graduate seeking entry level in creating 3D art for junior 3D artist position at Company Name.

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

Bachelor of Science in Game Design and Development

Minor in Modern Languages: Chinese

**Software:**

Maya, Mudbox, ZBrush, Photoshop, 3DCoat, Substance Painter, Substance Designer, After Effects, Unity, Unreal Engine, MonoGame, xNormal, Microsoft Excel

**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

**Programming Languages:**

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

**Languages:**

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

**May 2018**

**GPA: 3.89/4.00**

**Summa Laude**

**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.

**Teaching Assistant, RIT**, Rochester, NY

* Assisted in teaching students modeling and animation using Maya.
* Provided feedback and graded student assignments.

**Instructor, iDTech Princeton,** Princeton, NJ

* Taught Scratch 2.0, JavaScript, Java, C++, and Minecraft Modding to campers.

**Galactic 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.
* Balanced game economy and difficulty curved based on a tier system.

**VRsus guardian -** [**vrsus-guardian.site**](http://vrsus-guardian.site)

* 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.

**Project Orion: ChiaroScuro**

* ChiaroScuro is a cooperative 3D puzzler that gives players the ability to become the environment and solve puzzles.
* Managed and worked with the artists in creating environment assets model, texture, and level.
* Model and hand painted environment assets, QA assets, imported assets to engine, and world building.

RIT Honors Program

RIT Outstanding Undergraduate Scholar Award

RIT Career Services and Cooperative Education Student Ambassador

**Apr. 2017 – Nov. 2017**

**Aug. 2016 - Dec. 2016**

**Jun. 2015 - Aug. 2015, Jun 2016 - Aug 2016**

**Aug. 2018 - Present**

C#

Unity

**Feb. 2018 - May 2018**

C#

Unity

**Feb. 2016 - May 2016**

C++/C#

PS4

Unity

**Aug. 2014 - May 2018**

**2016 - 2017**

**Aug. 2014 - Dec. 2016**