

Joseph Clemente

Burlington, VT

Technical Artist/Graphics Programmer

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SKILLS

- C++, C#, Python, HLSL, GLSL
- Technical Art, Graphics Programming
- Unity, Unreal Engine, Houdini, Substance Painter 3D
- Agile, Scrum, Git, SVN, Jira
- Unreal Insights, Unreal GPU Visualizer, Renderdoc

CERTIFICATIONS

- Introduction to Programming Using Java - Certified April 2021
- Unity Junior Programmer - Certified May 2021
- Unity Essentials Pathway - Certified May 2021

WORK EXPERIENCE

Technical Artist — *Emergent Media Center, Burlington, VT*

May 2024 - August 2024

- Collaborated with team members and stakeholders to create concert visuals for the Vermont Symphony Orchestra.
- Demonstrated my ability to use industry-standard tools and workflows such as Unreal Engine, Node-based Shader Systems, standard rendering techniques, color theory, and shader optimization to create stunning visual effects and shaders.

Online Instructor— *iDTech, Remote*

June 2023 - August 2023

- Collaborated with and instructed teens and pre-teens on how to make games through technologies such as Unity C#, or Godot while also teaching general computer science and coding practices and principles.

PROJECTS

[Solanis](#) | Unreal Engine 5 | Team: 9 Members (Now 16), Technical Artist | August 2024 - May 2025

- Utilized Unreal Engine's workflow to develop proper atmospherics including fog, volumetrics, and lighting.
- Worked with Houdini to create multiple procedural stylized rock generators and a canyon asset generator.
- Created assets, did shader profiling, and optimized materials using texture wrapping, helped increase math efficiency, and produced LODs to produce assets that run at higher framerates on low-end computers.

[Rain Plugin](#) | Unreal Engine 5 | Team: Solo, Technical Artist | December 2024 - April 2025

- Generated shader effects to simulate realistic rain within Unreal Engine 5 using a variety of render techniques.
- Created custom masks and textures to help push the visual development of this project to the next level.
- Built an all-in-one blueprint solution that includes customizable master materials, functions, atmospherics, and rain vfx all into an easy to process solution for consumers.

[Optimized Ghibli Inspired Volumetric Clouds](#) | Unreal Engine 5 | Team: Solo, Technical Artist | April 2025 - May 2025

- Created VDB's to create stylized volumetric clouds to recreate clouds from Studio Ghibli movies.
- Made foliage geometry in Blender and used materials and optimization techniques to create a cohesive and inspiring look that ties the Ghibli scene together.
- Collaborated with other Technical Artists and Graphics Programmers to help with optimization passes for VDB clouds in Unreal Engine 5.5

EDUCATION

Champlain College, Burlington, VT — *BS in Game Programming*

August 2021 - May 2025

- Currently a Senior Game Programming major at Champlain College specifying in Graphics Programming and Tech Art.
- Club President: Champlain College Volleyball
- GPA: 3.4