

# Joseph Clemente

Burlington, VT

## Technical Artist

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<http://joeyclemente.com/>

### SKILLS

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

### CERTIFICATIONS

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

### WORK EXPERIENCE

Associate Technical Artist — *Velan Studios; Troy, NY*

July 2025 - March 2026

- Collaborated with lead and director level positions to create a vision for our product through the use of various shader and visual techniques.
- Demonstrated my ability to use industry-standard tools and workflows such as proprietary engines, node-based shader systems, standard rendering techniques, color theory, and game optimization to create stunning visual effects and shaders.

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

May 2024 - August 2024

- Worked with team members and stakeholders to create concert visuals for the Vermont Symphony Orchestra.
- Produced numerous materials, shader effects, and optimization techniques to create scenes used in the concert visuals.

### PROJECTS

[Star Fox](#) | Viper (Velan's In-House Engine) | Team: 100+, Technical Artist | July 2025 - March 2026

- Created complex shader systems in collaboration with other team members and shareholders to produce hundreds of pieces of specialized content over various portions of the game.
- Worked with Viper's profiling tools to analyze data and collect performance metrics that I used to optimize geometry, VFX, materials, and memory footprints to create sizable performance increases across every level of the project.

[Solanis](#) | Unreal Engine 5 | Team: 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.

### 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