

Joseph Clemente

Burlington, VT

Technical Artist

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SKILLS

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

Introduction to Programming Using Java - Certified April 2021

Unity Junior Programmer - Certified May 2021

Unity Essentials Pathway - Certified May 2021

CERTIFICATIONS

WORK EXPERIENCE

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

July 2025 - March 2026

- Collaborated with leads and directors to create a vision for Star Fox through the use of various shader and rendering techniques to drive visual interest.
- Demonstrated my ability to use industry-standard tools and workflows such as proprietary engines, node-based shader systems, color theory, and game optimization to create stunning visual effects and shaders on Switch 2 hardware.

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 using 9 different orchestral pieces spanning over a 50 minute live show.
- Produced numerous materials, shader effects, and used optimization techniques to create scenes used in the concert visuals including snow, water, crystals, and boids.

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 art pipelines to develop proper look-dev to achieve the team's artistic vision including Houdini generators and volumetric VDBs, lighting, shaders, Niagara VFX, and textures.
- Performed low-level shader profiling, optimized materials through the use of texture wrapping, helped increase math efficiency, and created LODs to produce assets that run at a 60fps budget 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 techniques creating custom masks and textures include puddles, sheet rain, and droplets to help push this project to an industry-ready standard.
- 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

- Graduate Game Programming major at Champlain College specifying in Graphics Programming and Tech Art.
- Club President: Champlain College Volleyball (2023-2025)