

# Elliot Gong

## 3D Artist/Generalist

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### EDUCATION

**Master of Science (M.S.) in Computer Science**  
**California State University Los Angeles (CSULA) - Los Angeles, CA**

Expected December 2026

**Bachelor of Science (B.S.) in Game Design and Development, Minor in Communications**

Issued May 2024

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

GPA: 3.94, Dean's List for 7 semesters

**Google UX Design Professional Certificate**

Issued February 2024

**Coursera**

### EXPERIENCE

**Game Development/Programming Instructor - Code Ninjas**

October 2024 - Present

- Instruct children from ages 5 to 14 in game development, programming, 3D printing, digital literacy, and other STEM topics.
- Grade assignments and manage student placement within the curriculum/attendance system.
- Attend local schools as an enrichment instructor to host afterschool sessions in coding/game development.

**Web Developer Intern - Changeling VR**

January 2024 - May 2024

- Redesigned and programmed four pages of the Changeling VR Project's official website and one of the web minigames to increase user engagement and showcase new details and updates on the game's development status.
- Helped lead a group of nine developers as a project manager to maintain internal cohesion and clarity.

**3D Modeling and Animation Intern, Freelance 3D Generalist - Great Lakes Gaming**

May 2022 - June 2024

- Produced/edited 3D models, textures, and renders for sponsorship promotion, game development, and esports advertising.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.

### PROJECTS

**Fantasy Kaijus (Personal)**

June 2024 - Present

Technologies: Maya, Blender, Substance 3D Painter, Substance 3D Stager

- Currently creating fantasy interpretations of several Toho kaiju using 3D techniques and tools.
- Responsible for design and all aspects including modeling, uv unwrapping, texturing, and rigging.

**Weapons of Warhammer (Academic and Personal)**

August 2021 - May 2024

Technologies: Maya, Blender, Substance 3D Painter, Substance 3D Stager, Premiere Pro

- Created and published eight unique weapons themed after the Chaos gods of the *Warhammer* franchise.
- Responsible for the designs and all 3D aspects.

**Hanging Church Bell (Professional)**

April 2024 - May 2024

Technologies: Maya, Substance 3D Painter

- Produced a centerpiece church bell prop for one of the levels in the Changeling VR Project.
- Responsible for the design and all 3D aspects.

**Valorant Character Renders (Professional)**

August 2022 - January 2023

Technologies: Blender, Photoshop, Substance 3D Painter

- Rendered still images for graphics and promotional materials during my internship at Great Lakes Gaming.
- Created and edited character textures in alignment with the company color palette and current sponsorships.

### SKILLS

**Software:** Maya, Blender, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D, Animate, XD), Unity, Unreal Engine, Roblox Studio, Flashprint MP, Hammer++,

**Programming:** C#, Javascript/HTML/CSS, C++, Dart, Lua, Visual Studio 2019 & Code

**Other:** 3D Printing, Digital Illustration, Gameplay/UI programming, Game/Level Design, Full-Stack Development, UX Design

**Misc:** Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching

### AWARDS

**Eagle Scout Award, Boy Scouts of America, 2019**