Elliot Gong
Game & Level Designer

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OBJECTIVE

Fourth year game design graduate seeking an entry-level position to apply my experiences in agile game design/development, level design, project management, and leadership. Available June 2024.

EMPLOYMENT

Changeling VR, Rochester, NY   January 2024 - May 2024
Web Developer Intern
- Design and implement an outward-facing production site for promoting the Changeling project.
- Record project life cycle by documenting development notes and updates.

Great Lakes Gaming, Rochester, NY   May 2022 - July 2022
3D Modeling & Animation Intern
- Expanded the repository of Valorant-based assets by creating 4 original 3D models and content for 9 characters.
- Collaborated with other interns to create additional content for graphic design and game development.
- Work was used to promote esports events, including the 100th Pit of Valor, the company's largest Valorant tournament to date.

PROJECTS

[Combine Prison Escape](#) (Academic)   March 2023 - May 2023
Technologies used: Hammer++
- Incorporate a core environmental narrative and several vignettes within a 3D first person shooter level.
- Published the level files on the Mod DB workshop.

[Portal 2 Playlist](#) (Academic)   February 2023 - March 2023
Technologies used: Portal 2 Test Chamber Editor
- Designed a trilogy of levels to help teach the concepts of repulsion gel, one of the game's primary mechanics.
- Published the final build to the Steam Community workshop.

[Battleblock Theater Level](#) (Academic)   January 2023 - February 2023
Technologies used: Battleblock Theater Level Editor
- Design a 2D platformer level that would encapsulate a majority of the game's items, mechanics, and elements.
- Published the playlist to the Steam Community workshop.

[PotionWorks](#) (Academic & Personal)   September 2022 - October 2022
Technologies used: Unity, Visual Studio 2019
- Worked in a team of 5 to create a 2D casual puzzle game set in the fantasy world of *Ethshar*.
- Acted as project manager, game designer, and UI/game programmer.
- Managed the design document and presentations.

[The Rolling Scrolls](#) (Academic)   August 2022 - September 2022
- Worked in a team of 5 to create a board game set in the fantasy world of Ethshar.
- Acted as project manager, game designer, and concept artist.

EDUCATION

Rochester Institute of Technology - Rochester, NY   Expected May 2024
Bachelor of Science in Game Design and Development, Minor in Communications
GPA: 3.94, Dean's List for 7 semesters

Professional Certificate in UX Design   Expected February 2024
Google

SKILLS

Development Tools: Unreal, Unity, Hammer++, Roblox Studio, Visual Studio(2019 & Code), Maya, Blender, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D Painter, XD), Flashprint MP, Filezilla, Axure RP 10, Figma, Gimp, Arcgis Pro
Programming Languages/APIs: C++, C#, Javascript, HTML5, CSS3, Dart, Lua
Other: 3D Modeling and Asset Production, Full-Stack Development, Digital Illustration, 3D Printing, UX/UI Design