

# Elliot Gong

## 3D Artist/Generalist

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### OBJECTIVE

Game Design graduate with industry experience seeking an entry level position to apply my skills with 3D modeling and animation, graphic design, game development, leadership, and project management. Available July 2024.

### EXPERIENCE

#### **Changeling VR**, Rochester, NY

January 2024 - May 2024

Web Developer/UX Designer/3D Artist Intern

- Assisted the dev team by producing several 3D environment assets for the Changeling VR game.
- Coordinated with fellow interns to receive feedback and critiques in order to make improvements to existing and new assets.

#### **Great Lakes Gaming**, Rochester, NY

May 2022 - Present

3D Modeling and Animation Intern, Freelance 3D Generalist

- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Collaborated with other interns and staff to work on advertisements, game development, and sponsorship events.
- Assets are used to promote esports competitions, including the 100th Pit of Valor, the company's largest Valorant tournament to date.

### PROJECTS

#### **Hanging Church Bell (Professional)**

April 2024 - May 2024

Technologies used: 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 such as modeling, uv unwrapping, and texturing.

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

August 2021 - Present

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

- Designed and created eight unique weapons themed after the Chaos gods of the Warhammer franchise.
- Published models as free downloadable files for the 3D community on Sketchfab.

#### **Minecraft Piston: Suzume Edition (Personal)**

February 2024 - March 2024

Technologies used: Maya, Substance 3D Painter

- Designed, modelled, and rigged a minecraft piston prop inspired by the animated chair model from the anime film *Suzume*.
- Created several character animations to showcase the rig's functionality as an animated prop.

#### **Valorant Character Renders (Professional)**

August 2022 - January 2023

Technologies used: Blender, Photoshop, Substance 3D Painter

- Render still images for graphics and promotional materials during internship at Great Lakes Gaming.
- Created and edited character textures to comply with the company color palette and current sponsorships.

### EDUCATION

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

Issued May 2024

**Bachelor of Science in Game Design and Development, Minor in Communications**

GPA: 3.94, Dean's List for 7 semesters

#### **Certificate of Achievement in Business Skills for Aspiring Leaders**

Issued March 2024

**Saunders College of Business, Rochester Institute of Technology**

#### **Professional Certificate in UX Design**

Issued February 2024

**Coursera, Google**

### SKILLS

**Software:** Maya(2.5 years), Substance 3D Painter(2.5 yrs), Photoshop(2.5 yrs), Blender(1.5 yrs), Zbrush, Photoshop(2 yrs), Substance 3D Painter(2 yrs), Fresco, Animate, XD), Unity(2 yrs), Unreal Engine(1 year), Roblox Studio, Flashprint MP, Hammer++,

**Programming Languages:** C++(2 years), C#(3.5 yrs), Javascript/HTML5/CSS3(2.5 yrs), Lua

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