

Elliot Gong

Game/Level Designer

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EMPLOYMENT

Web Developer Intern, Changeling VR - Rochester, NY

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.
- Managed task flows, sprints, and schedules by assisting the Lead Developer in project documentation and team coordination with Trello.

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

May 2022 - June 2024

- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Acted as the middleman between the CEO, development, and graphic designers to relay content requests, updates, inquiries, and more.
- Produced material for use in promotions, game development, sponsorship deals, and esports tournaments.

PROJECTS

[Douglas Experience - Changeling VR Official Website](#) (Professional)

January 2024 - May 2024

Technologies: Javascript, Node.js, React.js, Vue.js, Pixi.js, HTML5, CSS3, Bootstrap, Visual Studio Code

- Completed development of the existing web game associated with the character Douglas.
- Tweaked the layouts of six levels to improve playability and accessibility on different devices and screen sizes.
- Documented and rewrote numerous script files to facilitate readability and production efficiency.

[Combine Prison Escape](#) (Academic)

March 2023 - May 2023

Technologies: Hammer++

- Designed and created a *Half Life 2* prison escape level.
- Published the level files on the Mod DB workshop.

[Portal 2 Playlist](#) (Academic)

February 2023 - March 2023

Technologies: Portal 2 Test Chamber Editor

- Designed and created a trilogy of levels centered around repulsion gel, one of *Portal 2*'s primary mechanics.
- Published the final build to the Steam Community workshop.

[Battleblock Theater Level](#) (Academic)

January 2023 - February 2023

Technologies: Battleblock Theater Level Editor

- Designed a 2D platformer level that would encapsulate a majority of *Battleblock Theater*'s items, mechanics, and elements.
- Published the playlist to the Steam Community workshop.

[The Rolling Scrolls](#) (Academic)

September 2022

- Designed a dice/card game set in the world of *Ethshar* that supports four to six players.
- Was responsible for project management, game design, player testing, and the design document/presentations.

EDUCATION

Rochester Institute of Technology - 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

Google UX Design Professional Certificate

Issued February 2024

Coursera

SKILLS

Development Tools: Unreal, Unity, Hammer++, Roblox Studio, Visual Studio 2019 & Code, Maya, Blender, Zbrush, Adobe Suite, Flashprint MP, Filezilla, Axure RP 10, Figma

Programming: C#, Javascript/HTML/CSS, C++, Dart, Lua

Other: Game/UI Programming, 3D Asset Production, Full-Stack Development, Digital Illustration, 3D Printing, UX/UI Design