Elliot Gong
Game/Level Designer

ewcgong@hotmail.com | (626) 558-0764 | Linkedin | Personal Website | Github | Itch.io | Sketchfab | Artstation

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
- Redesign and develop the main and character pages for the official Changeling VR website.
- Design and develop the web games found on the website's sub pages.
- 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 3D environments, models, and textures.
- Work was used to promote the 100th Pit of Valor, the company's largest Valorant tournament to date.

PROJECTS

Douglas Experience - Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies used: Visual Studio Code, Javascript, Node.js, PixiJS
- Complete development of the existing web game associated with the character Douglas.
- Replace and add in assets to better fit the game's theme and aesthetic.
- Document and rework code to facilitate production and potentially assist future developers.

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.

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

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

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