Elliot Gong

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OBJECTIVE
Seeking an internship to enhance my skills in game design and development.
Available May 2023 - August 2023.

EDUCATION
Rochester Institute of Technology - Rochester, NY   Expected May 2024
Bachelor of Science in Game Design and Development, Minor in Communications
GPA: 3.92, Dean's List for 4 semesters

SKILLS
Programming Languages/APIs: C++, OpenGL, C#, HTML5, CSS3, Javascript
Development Tools: Visual Studio 2019, Visual Studio Code, Github, Blender, Maya, Substance 3D Painter, Unity, Unreal 4, Filezilla, Axure RP, Figma, Photoshop, Adobe Fresco, Gimp, Paint 3D, Pixilart, Pencil 2D, Piskel

EMPLOYMENT
3D Modeling and Animation Intern, Great Lakes Gaming   May 2022 - July 2022
Technologies used: Blender, Substance 3D Painter, Photoshop   Rochester, NY
- Updated and maintained textures, poses, and quality of 3D game assets.
- Created animations and models of characters and assets.
- Research new and more efficient techniques for 3D design and animation.

Barista/Student Worker, The College Grind, Rochester Institute of Technology   October 2020 - Present
- Prepare and serve food and drink items to customers. Manage supplies and ingredients.   Rochester, NY
- Provide customer service by answering questions, giving advice, and accommodating the deaf/hard-of-hearing.
- Collaborate with coworkers to staff the shop during closing shifts while balancing a full academic course load.

PROJECTS
The Rolling Scrolls (Academic Project)   August 2022 - September 2022
- Worked in a team of 5 to create an analog, roll-and-move game that focuses on strategy and teamwork.
- Wrote the game design document, developed core mechanics, helped create and maintain the rulesheet, and provided materials for the final prototype.
- Assisted with playtesting on several occasions.

Questionable Time (Academic Project)   February 2022 - May 2022
- Worked in a team of 5 to create an analog, trivia game that emphasizes on player freedom and competition.
- Wrote and maintained the game design document, rule sheet, and formal presentations.
- Provided concept illustrations and materials for the final prototype.

Lunch in the Garden (Personal Project)   February 2022
Technologies used: Unity, Adobe Fresco, Paint 3D, Pixilart
- Worked in a team of 3 to create an educational, cooking game for the Regenerate Game Jam.
- Created 2D sprites and assets for the icons and interactive elements.
- Drafted mockups, developed the game design document, and assisted with brainstorming.

Polygon Defense (Academic Project)   November 2021 - December 2021
Technologies used: Visual Studio Code, HTML, CSS3, Javascript, PixiJS, Paint 3D
- Individually developed a 2D defense/survival web game with traditional OOP and ES6 classes.
- Added unique features such as in-game economics, horde mechanics, and finite state machines.

Super Fruit Attack (Academic Project)   March 2021 - May 2021
Technologies used: Visual Studio 2019, C#, Monogame, Paint 3D
- Collaborated with a team of 3 to build a 2D side-scrolling platformer game.
- Designed and developed the game's UI elements, abstract classes, and finite state machine.
- Acted as the project manager and maintained the game design document and milestone presentations.

ACCOMPLISHMENTS
- **Eagle Scout, 2018, Boy Scouts of America, Los Angeles, CA**