

Elliot Gong

3D Artist/Generalist

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EXPERIENCE

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 team, and graphic designers to streamline communication and updates.
- Produced material for use in promotions, game development, sponsorship deals, and esports tournaments.

PROJECTS

[Golem Godzilla](#) (Personal)

June 2024 - July 2024

Technologies: Maya, Substance 3D Painter, Substance 3D Stager

- Created and published a golem variant of Evolved Godzilla from *Godzilla x Kong: The New Empire*.
- Responsible for the design and all 3D aspects.

[Weapons of Warhammer](#) (Academic and Personal)

August 2021 - Present

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

- Created and published eight unique weapons themed after the Chaos gods of the *Warhammer* franchise.
- Responsible for the designs and all 3D aspects.

[Hanging Church Bell](#) (Professional)

April 2024 - May 2024

Technologies: 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.

[Minecraft Piston: Suzume Edition](#) (Personal)

February 2024 - March 2024

Technologies: 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: 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, Blender, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D, Animate, XD), Unity, Unreal Engine, Roblox Studio, Flashprint MP, Hammer++,

Programming: C#, Javascript/HTML/CSS, C++, Dart, Lua, Visual Studio 2019 & Code

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

Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching