

Elliot Gong

3D Artist

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OBJECTIVE

Fourth-year game design student with industry experience seeking an entry level position to apply my skills with 3D modeling/asset production, Unity/Unreal, leadership, and project management. Available June 2024.

EMPLOYMENT

Changeling VR, Rochester, NY

January 2024 - May 2024

Web Developer/UX Designer Intern

- Design and implement an outward-facing production site for promoting the Changeling project.
- 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 4 original 3D models and content for 9 characters.
- Collaborated with other interns to create additional content for graphic design and game development.
- Work was used to promote esports events, including the 100th Pit of Valor, the company's largest Valorant tournament to date.

Freelance 3D Artist & Modeler

August 2022 - January 2023

- Utilized Blender and Photoshop to complete rendering and texturing commissions for my previous employer Great Lakes Gaming.
- Edited existing projects and assets within the company repository, including those made during my previous internship.

PROJECTS

3D Assets/Characters (Work, Academic, and Personal)

August 2021 - Present

Technologies used: Maya, Blender, Adobe Substance 3D Painter, Mixamo, Unreal

- Create and publish static and rigged 3D assets for games.
- Incorporate polygon-modeling, sculpting, and baking within my personal workflow.
- Rig and animate characters for use within Unreal Engine 5.

Valorant Character Renders (Work)

August 2022 - January 2023

Technologies used: Blender, Photoshop, Substance 3D Painter

- Create assets for use in graphics and promotional material during internship at Great Lakes Gaming.
- Retexture and pose 3d characters for still renders.
- Experiment with lighting and secondary elements to create more dynamic images.

PotionWorks (Academic & Personal)

September 2022 - October 2022

Technologies used: Unity, Visual Studio 2019

- Worked in a team of 5 to create a 2D casual puzzle game set in the fantasy world of *Ethshar*.
- Developed and implemented game mechanics and UI as game programmer/designer.
- Published game on itch.io via an HTML5 build.

EDUCATION

Rochester Institute of Technology (RIT) - 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

Professional Certificate in UX Design

Expected February 2024

Google

SKILLS

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

Programming Languages: C++(2 years), C#(3 years), Javascript(2 years), HTML5, CSS3, Lua

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