

Elliot Gong

Game/Level Designer

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

OBJECTIVE

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

- Completed development of one of the existing web games with the PixiJS web library.
- Assisted the dev team by producing several 3D environment assets for the Changeling VR game.

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.
- Work was used to promote esports events, including 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 centered around 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

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

Development Tools: Unreal(1 yr), Unity(2.5 yrs), Hammer++, Roblox Studio, Visual Studio(2019 & Code), Maya(2.5 yrs), Blender(1.5 yrs), Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D Painter, XD), Flashprint MP, Filezilla, Axure RP 10(2 yrs), Figma(3 yrs), Gimp

Programming Languages/APIs: C++(2 yrs), C#(3.5 yrs), Javascript/HTML5/CSS3(2.5 yrs), Dart, Lua

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