

# 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.
- Served as a project manager/team leader for a group of nine developers to maintain internal cohesion and clarity.

#### 3D Modeling and Animation Intern, Freelance 3D Generalist, Great Lakes Gaming - Rochester, NY

May 2022 - June 2024

- Produced numerous 3D models, textures, and renders to bolster the company's repository of Valorant and League of Legends content.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.
- Modified content to increase its versatility for sponsorship promotion, game development, and esports advertising.

### 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 excluding rigging and animating.

#### [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, modeled, 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

- Rendered still images for graphics and promotional materials during my internship at Great Lakes Gaming.
- Created and edited character textures in alignment 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

#### Google UX Design Professional Certificate

Issued February 2024

Coursera

### 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