Elliot Gong
3D Modeler/Animator

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OBJECTIVE
Rising fourth-year game design student seeking an internship to apply my experience with 3D modeling/asset production, Unity/Unreal, and project management. Available September 2023 - May 2024.

EDUCATION
Rochester Institute of Technology (RIT) - Rochester, NY   Expected May 2024
Bachelor of Science in Game Design and Development, Minor in Communications
GPA: 3.92, Dean's List for 6 semesters

Professional Certificate in UX Design   Expected August 2023
Google

SKILLS
Software: Blender, Maya, Zbrush, Adobe Suite(Photoshop, Substance 3D Painter, Fresco, Animate, After Effects, XD), Unity, Unreal Engine, Roblox Studio, Flashprint MP, Hammer++
Programming Languages: C++, C#, HTML5, CSS3, Javascript, Lua
Code Editors/Prototyping Tools: Visual Studio(2019 & Code), Axure RP, Figma
Other: 3D Printing, Gameplay/UI programming, Game/Level Design, Frontend Development, UX Design
Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service

EMPLOYMENT
Great Lakes Gaming, Rochester, NY   May 2022 - July 2022
3D Modeling & Animation Intern
- Created and edited skins, models, and renders centered around Valorant. Client now possesses a recreated map, 4 original 3D assets, and content for 9 different characters.
- Work was used to promote the 100th Pit of Valor, the company's largest Valorant tournament to date.

Freelance 3D Artist & Modeler
Technologies used: Maya, Blender, Substance 3D Painter, Photoshop   August 2022 - Present
- Completed rendering and texturing commissions for previous employer Great Lakes Gaming.
- Edited existing projects and assets within the company repository.

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 - Present
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*.
- Designed and programmed game mechanics and UI.
- Published game on itch.io via an HTML5 build.

ACHIEVEMENTS
Eagle Scout, 2018, Boy Scouts of America, Los Angeles, CA