Elliot Gong
Game/Level Designer

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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

Douglas Experience - Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies: Javascript, Node.js, React.js, Vue.js, Pixi.js, HTML5, CSS3, Bootstrap, Visual Studio Code
- Completed development of one of the web-based minigames that portrays a main character's story.
- Edited the layouts of six levels to improve playability and accessibility on different devices and screen sizes.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

Combine Prison Escape (Academic)   March 2023 - May 2023
Technologies: Hammer++
- Designed and created a *Half-Life 2* level centered around escaping a Combine prison.
- Published the level files on the Mod DB workshop.

Portal 2 Playlist (Academic)   February 2023 - March 2023
Technologies: Portal 2 Test Chamber Editor
- Designed and created a trilogy of levels centered around repulsion gel, one of *Portal 2*'s primary mechanics.
- Published the final build to the Steam Community workshop.

Battleblock Theater Level (Academic)   January 2023 - February 2023
Technologies: Battleblock Theater Level Editor
- Designed a 2D platformer level that would encapsulate a majority of *Battleblock Theater*'s items, mechanics, and elements.
- Published the playlist to the Steam Community workshop.

The Rolling Scrolls (Academic)   September 2022
- Designed a dice/card game set in the world of *Ethshar* that supports four to six players.
- Was responsible for project management, game design, player testing, and the design document/presentations.

EDUCATION

B.S. in Game Design and Development, Minor in Communications   Issued May 2024
Rochester Institute of Technology (RIT) - Rochester, NY
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

Development Tools: Unreal, Unity, Hammer++, Roblox Studio, Visual Studio 2019 & Code, Maya, Blender, Zbrush, Adobe Suite, Flashprint MP, Filezilla, Axure RP 10, Figma
Programming Languages: C#, Javascript/HTML/CSS, C++, Dart, Lua
Other: Game/UI Programming, 3D Asset Production, Full-Stack Development, Digital Illustration, 3D Printing, UX/UI Design