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 asset production, Unity/Unreal, leadership, and project management. Available June 2024.

EXPERIENCE

Changeling VR, Rochester, NY   January 2024 - May 2024
Web Developer/UX Designer Intern
- Redesign and update the official website of the Changeling VR Project.
- Assist the lead developer with project management by documenting/reviewing 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

Weapons/Items/Props (Work, Academic, and Personal)   August 2021 - Present
Technologies used: Maya, Blender, Adobe Substance 3D Painter, Mixamo, Unreal, Zbrush
- Create and publish static and rigged 3D assets for games.
- Incorporate polygon-modeling, sculpting, and baking within my personal workflow.

Valorant Character Renders (Work)   August 2022 - January 2023
Technologies used: Blender, Photoshop, Substance 3D Painter
- Create image assets for graphics and promotional materials 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

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 Februrary 2024
Coursera, Google

SKILLS

Software: Maya(2 years), Substance 3D Painter(2 years), Photoshop(2 years), Blender(1 year), Zbrush, 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