

# Elliot Gong

## 3D Artist/Generalist

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### EXPERIENCE

**Changeling VR**, Rochester, NY

January 2024 - May 2024

Web Developer/UX Designer/3D Artist Intern

- Assisted the dev team by producing several 3D environment assets for the Changeling VR game.
- Coordinated with fellow interns to receive feedback and critiques in order to make improvements to existing and new assets.

**Great Lakes Gaming**, Rochester, NY

May 2022 - Present

3D Modeling and Animation Intern, Freelance 3D Generalist

- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Work was used for promotional material, game development, sponsorship deals, and esports tournaments.

### PROJECTS

**Golem Godzilla (Personal)**

June 2024 - July 2024

Technologies used: Maya, Substance 3D Painter, Substance 3D Stager

- Created and published golem variant of Evolved Godzilla from *Godzilla x Kong: The New Empire*.
- Responsible for the designs and all 3D aspects.

**Weapons of Warhammer (Academic and Personal)**

August 2021 - Present

Technologies used: 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 used: 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 such as modeling, uv unwrapping, and texturing.

**Minecraft Piston: Suzume Edition (Personal)**

February 2024 - March 2024

Technologies used: Maya, Substance 3D Painter

- Designed, modelled, 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 used: Blender, Photoshop, Substance 3D Painter

- Render still images for graphics and promotional materials during internship at Great Lakes Gaming.
- Created and edited character textures to comply 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**

**Professional Certificate in UX Design**

Issued February 2024

**Coursera, Google**

### 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