Eli Bogomolny

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EDUCATION

UNIVERSITY OF PENNSYLVANIA
Major: Digital Media Design
Expected Graduation: Spring 2020
GPA: 3.3/4.0

COURSEWORK
Interactive Computer Graphics
Advanced Computer Graphics*
Data Structures and Algorithms*
Statistics / Probability
Linear Algebra
Calculus III
3-D Modeling and Sculpture
Digital Illustration
Figure Drawing*
*current

SKILLS

LANGUAGES
Programming:
C++ • GLSL • Java
Foreign:
Russian (fluent) • Spanish (moderate)

SOFTWARE
Adobe Photoshop • Adobe Illustrator • Maya • Mudbox • Qt Creator • Git

INTERESTS
• Pixel Art
• Digital Painting
• Weightlifting
• Playing Guitar

EXPERIENCE

INDEPENDENT FREELANCING | 2D Games Artist + Illustrator
Late 2015 – Present
- Created art for games and projects by independent developers
- Currently designing environment art for a Metroidvania

MEGA CAT STUDIOS | Freelance Artist
Summer 2017
- Created artwork for NES games following NES hardware restrictions
- Worked with in-house artists to match their style and vision

WAYFORWARD TECHNOLOGIES, INC. | Freelance Artist
July 2016
- Designed a mockup of a 2D game concept for a pitch

ACADEMY OF ART OF HIGHLAND PARK | Assistant Art Coach
Sept 2015 – June 2016 | Highland Park, NJ
- Taught practitioners fundamental theory and techniques of drawing and painting
- Organized studio equipment and showed students how to use various media

PROJECTS

RAY TRACER | C++
February 2018
Created a ray tracer from scratch. Implemented area lights & point lights, and shading models for diffuse (Lambert), specular (Blinn-Phong), and reflective surfaces.

MINI MINECRAFT | C++, OpenGL, GLSL
December 2017
Worked in a group of three to create a simpler version of Minecraft. Implemented efficient procedural terrain rendering and loading. Added biome-specific animated textures and distance fog that matches the time of day.

FIREBIRD | Unity3D
May 2017 - December 2017
Lead art director on a 3D bullet hell game by an indie developer based in England. Created concept art, environment art, and both character and FX animations. A playable demo is set to be publicly available later this year.

LUDUM DARE GAME JAMS | GameMaker Studio, Unity3D
June 2016, December 2017
Participated in Ludum Dare #34 with a friend from Denmark and in Ludum Dare #40 with a friend from university. Placed 36th in the "Fun" category and 37th in the "Graphics" category out of 2,866 entries in LD34. Placed placed 28th in the "Fun" category out of 2,892 entries in LD40.