

Eli Elkin

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Education

B.S., Games, Interactive Media, and Mobile (Expected Spring 2027)

Boise State University, Boise, ID

GPA: 3.70

Experience

GIMM Peer Mentor (*Boise State University - Fall 2024*)

- Assisted freshman GIMM students with coursework in Unity, programming, and related projects.
- Provided one-on-one support and troubleshooting guidance in the GIMM lab for students needing help with coding, game development, and design tools.
- Worked alongside professors to support classroom instruction and facilitate learning.

Projects

360 Video VR Project (*GIMM 270 - Fall 2024*)

Technologies: Unity, C#, 3D Camera, Premiere Pro, GitHub, Meta Quest 2 & 3

- Developed an interactive VR experience in Unity, showcasing the preparation and cultural significance of Paella through immersive 360 video.
- Filmed and edited 3D footage in Premiere Pro, integrating it onto a sky sphere in Unity, allowing users to experience the cooking process from a 3D perspective.
- Collaborated in a team of five, using GitHub for project sharing and implementing interactive UI with Meta Quest controllers to let users explore different cooking stages.

Superposition Interactive Comic (*GIMM 250 - Spring 2024*)

Technologies: Unity, C#, Procreate, Photoshop, Adobe Animate

- Created an interactive comic in Unity to visually represent quantum superposition concepts through storytelling and symbolism.
- Worked with teammates to craft a creative narrative that simplifies complex scientific ideas for an engaging user experience.
- Illustrated comic panels using Procreate and Photoshop, and implemented a dynamic scrolling mechanic to navigate through a 3D scene displaying 2D artwork.

2D AR Puzzle Platformer (*GIMM 110 - Fall 2023*)

Technologies: Unity, C#, Vuforia, Photoshop, Trello

- Led programming efforts in a team of four to develop a 2D puzzle platformer in Unity, integrating AR image recognition mechanics.
- Designed AR-compatible game cards in Photoshop for image recognition and configured them as AR image targets in Unity using Vuforia Engine.
- Developed a modular collectible system in C# and assisted teammates in coding mechanics, debugging, and feature integration.
- Managed project workflow using Trello, organizing weekly sprints and maintaining a Kanban board to track tasks and deadlines.