

Elliot Lee

Santa Clara, CA
El Dorado Hills, CA

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<https://www.linkedin.com/in/elliiothlee/>

Senior CS major interested in art, design, programming, and 3D modeling

EDUCATION

Santa Clara University, Santa Clara, CA
BS Computer Science, May 2023

SKILLS

- C++, HTML/CSS
- Blender, Unity
- Photoshop, Illustrator

PROJECTS

Ohlone Tribe Augmented Reality Project (Blender)

July 2022 – Present

<https://www.instagram.com/p/CjWMvTKv6kh/>

- Created a 3D model of the 3rd mission at Santa Clara University.
- Currently exploring options for incorporating models into an Augmented Reality experience to view structures where they would have existed in the past on the school campus.

RestlessVR (Blender, Unity)

Sept 2021 - Present

<https://www.youtube.com/watch?v=9RgyD15FlhY>

- Created assets and a forest scene for a VR experience which shares the experience of anxiety and shows how escapism can be used as a positive coping mechanism but also acknowledges that a connection to the real world is important to maintain.
- Accepted into the 72nd Annual International Communication Association (ICA) Conference.

Dental Lab Website (HTML, CSS, Bootstrap5)

Aug 2022

<https://www.cdscrowns.com>

- Created a website for Creative Dental Studio, dental laboratory.
- Allows dentists to upload 3D scan files from their office to the dental laboratory.

DonorDash (HTML, CSS, Bootstrap5)

Feb 2022

<https://donordash.herokuapp.com/index>

- Front-end for a website which would potentially allow people to donate to homeless or substance dependent without the fear of enabling addictions.
- Worked with a team in the Hack for Humanity 2022 Hackathon.

Routeabaga (HTML, CSS, Bootstrap5, Javascript)

Nov 2022

<https://github.com/elliiothlee/Routeabaga>

- Application to allow easy comparison of time, cost, and distance of a route for different methods of transportation (car, bike, train).
- Integrated JSON data received from API calls into an HTML page to show route paths on a map and to display time, cost, and distance values.
- Worked with a team in the INRIX 2022 Hackathon.

Art and 3D Projects

<https://www.instagram.com/sunexplode>

<https://www.artstation.com/elliottle>

WORK EXPERIENCE

SCU Imaginarium, Santa Clara, CA

Jan 2022 - Present

VR Lab Technician

- Introduced students to VR games/experiences and software (Blender, Adobe Photoshop, Illustrator, RealityCapture).
- Helped students to troubleshoot issues with Blender and Unity.

Conscious Data Centers, Rancho Cordova, CA

Apr 2019 - Aug 2021

Network Engineer Support

- Resolved customer support tickets regarding technical issues with hardware and connectivity of servers.
- Maintained facility security.
- Performed maintenance with facility engineer oversight.

Creative Dental Studio, Carmichael, CA

Jun 2011 - Mar 2019

Assistant

- Delivered completed prosthetic crowns to dentists.
- Poured and prepared plaster models.
- Scanned physical plaster models into 3D CAD software.