# Elliot Lee

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https://www.linkedin.com/in/elliothlee/

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 3<sup>rd</sup> mission at Santa Clara University.
- 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

Created for the Hack for Humanity 2022 Hackathon, this is a front-end for a website which would
potentially allow people to donate to homeless or substance dependent without the fear of enabling
addictions.

## **Art and 3D Projects**

https://www.instagram.com/sunexplode https://www.artstation.com/elliotlee

## **WORK EXPERIENCE**

# SCU Imaginarium, Santa Clara, CA

## VD Lab Tarksisias

## 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.