

# Elliot Lee

Santa Clara, CA  
El Dorado Hills, CA

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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.
- 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/sun.explode>

<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.