Elliot Gong
3D Artist/Generalist

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EDUCATION

Master of Science (M.S.) in Computer Science — Expected December 2026
California State University Los Angeles (CSULA) - Los Angeles, CA

Bachelor of Science (B.S.) in Game Design and Development, Minor in Communications — Issued May 2024
Rochester Institute of Technology (RIT) - Rochester, NY
GPA: 3.94, Dean's List for 7 semesters

Google UX Design Professional Certificate — Issued February 2024
Coursera

EXPERIENCE

Game Development/Programming Instructor - Code Ninjas — October 2024 - Present
- Instruct children from ages 5 to 14 in game development using object oriented programming concepts.
- Debug assignments to identify bugs and help students advance their creativity, logical thinking, and problem solving skills.
- Attend local schools as an enrichment instructor to introduce students to programming, 3D printing, and other STEM topics.

Web Developer Intern - Changeling VR — January 2024 - May 2024
- Redesigned and programmed four pages of the Changeling VR Project's official website and one of the web minigames to increase user engagement and showcase new details and updates on the game's development status.
- Served as a project manager/team leader for a group of nine developers to maintain internal cohesion and clarity.

3D Modeling and Animation Intern, Freelance 3D Generalist - Great Lakes Gaming — May 2022 - June 2024
- Produced/edited 3D models, textures, and renders to bolster the company's repository of Valorant and League of Legends content.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.
- Modified content to increase its versatility for sponsorship promotion, game development, and esports advertising.

PROJECTS

Fantasy Kaijus (Personal) — June 2024 - Present
Technologies: Maya, Blender, Substance 3D Painter, Substance 3D Stager
- Currently creating fantasy interpretations of several Toho kaiju.
- Responsible for design and all 3D aspects including modeling, uv unwrapping, texturing, and rigging.

Weapons of Warhammer (Academic and Personal) — August 2021 - May 2024
Technologies: Maya, Blender, Substance 3D Painter, Substance 3D Stager, Premiere Pro
- Created and published eight unique weapons themed after the Chaos gods of the *Warhammer* franchise.
- Responsible for the designs and all 3D aspects.

Hanging Church Bell (Professional) — April 2024 - May 2024
Technologies: Maya, Substance 3D Painter
- Produced a centerpiece church bell prop for one of the levels in the Changeling VR Project.
- Responsible for the design and all 3D aspects.

Valorant Character Renders (Professional) — August 2022 - January 2023
Technologies: Blender, Photoshop, Substance 3D Painter
- Rendered still images for graphics and promotional materials during my internship at Great Lakes Gaming.
- Created and edited character textures in alignment with the company color palette and current sponsorships.

SKILLS

Software: Maya, Blender, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D, Animate, XD), Unity, Unreal Engine, Roblox Studio, Flashprint MP, Hammer++,
Programming: C#, Javascript/HTML/CSS, C++, Dart, Lua, Visual Studio 2019 & Code
Other: 3D Printing, Digital Illustration, Gameplay/UI programming, Game/Level Design, Full-Stack Development, UX Design
Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching