Eli Porter
Game and Level Designer

Education

Savannah College of Art and Design

BFA in Game Development
September 2022 - Anticipated June 2026

Software

- Unreal Engine 5
- Photoshop
- Excel
- Z-Brush
- Maya
- Substance Painter

Skills

- Visual Scripting in Unreal Engine
- 3D Modeling
- Multitasking
- Event Planning
- Adaptability
- Time Management
- Texturing models
- Conflict resolution
- Level Design
- Gamification
- Leadership

Contact

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Email

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Address

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Why I Design

Ever since I was a kid I have loved everything regarding games, whether it be video games, tabletop games, and even sports. Games have brought me to my closest friends, they have brought me closer to family and they have stimulated my brain more than any other media I have found. I hope to one day create experiences in games that can bring other people together.

Experience

2022 - 2023

Beren Family
Childcare Provider
- Responsibility for watching and taking care of an adolescent
- Responsibility for keeping the child safe
- Experience quickly coming up with new ideas
- Experience shifting plans frequently

2023 - 2024

Savannah College of Art and Design
Resident Assistant
- Manage over 60 students
- Conflict resolution through mediations with residents
- Enforcement of college policy
- Plan and help host medium - large scale events
- Worked 24 hour duty nights with quick response time

2024 Ongoing

Savannah College of Art and Design
SCAD Home Ambassador
- Focus on event planning
- Plan large scale/campus wide events
- One of 29 students selected for the Savannah SHA position
- Develop bonds with residents
- Help residents with immediate issues
- Complete walkthroughs of housing buildings

2024 - 2024

SCADPro x BMW Collaboration
Game Designer
- Worked on the SCADPro X BMW Collaboration project
- One of three game development majors on the project