

CONTACT

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EDUCATION

Savannah College of Art and Design

BFA in Game Development
September 2022 - Anticipated
June 2026

SKILLS

Software

- Unreal Engine 5
- GAS
- Excel
- Photoshop
- Maya
- Substance Painter
- Pro Tools

Technical

- Visual Blueprinting in UE5
- Level Design
- Game Design
- Prototyping and Documentation
- Set Dressing
- Material Atlasing
- Gamification
- Agile Methodology

Soft

- Time Management
- Adaptability
- Vast Imagination
- Conflict Resolution
- Leadership
- Customer Service
- Professionalism
- Project Management
- Event Planning

ELIJAH PORTER

GAME AND LEVEL DESIGNER

ABOUT ME

I am an Indigenous game and level designer from Towson, Maryland. I hope that I can spread positivity and reinforce connection through games!

PROJECTS

OVERGROWN (YEAR LONG TEAM PROJECT)

2024 - 2025, Game Design, Level Design, and Implementation

- Designed and documented core rooms for the game.
- Greyboxed core rooms alongside hallways for the game.
- Atlased a large portion of the textures included in the project and implemented them in engine.
- Set dressed a first pass on hallways and rooms

SET IN STONE (YEAR-LONG TEAM PROJECT)

2025 - 2026, Game Design, Level Design, and Tech

- Designed branching cave system chunks and rooms along with documentation.
- Implementation of textures, actors, and enemies.
- Programmed a trap building system for the players using GAS.
- Worked to develop working multiplayer in unreal through server travel and Steam Advanced Sessions.

BMW X SCADPRO COLLABORATION PROJECT

2024, Game Design, Tech

- One of three game development majors on project.
- Tasked with leading research for game design and gamification.
- Implementation of gamified experience.

WORK EXPERIENCE

GRYPHON TEA ROOM

2025 - Ongoing, Server and Bartender

- Responsible for managing multiple tables and customers.
- Created an exceptional and welcoming environment for guests.
- Worked dilligently to fill bar orders for servers on the floor.