

Elliot Gong

Software Engineer

ewcgong@hotmail.com | (626) 558-0764 | <https://github.com/TheElliotGong> | <https://www.linkedin.com/in/elliott-gong/>

OBJECTIVE

Game design graduate seeking an entry-level position to apply my experiences in object oriented programming, full stack development, project management, teamwork, and leadership. Available June 2024.

EXPERIENCE

Changeling VR, Rochester, NY

January 2024 - May 2024

Web Developer Intern

- Redesign and develop the main and character pages for the official Changeling VR website.
- Record project life cycle by documenting development notes and updates.

Great Lakes Gaming, Rochester, NY

May 2022 - July 2022

3D Modeling & Animation Intern

- Created and edited Valorant-based assets. Client gained a recreated map, 4 original 3D models, and content for 9 different characters.
- Collaborated with 7 other interns across multiple disciplines ranging from graphic design to game development.
- Work was used to promote esports events, including the 100th Pit of Valor, the company's largest Valorant tournament to date.

PROJECTS

Changeling VR Official Website (Professional)

January 2024 - May 2024

Technologies used: Javascript, Node.js, React.js, Vue, HTML5, CSS3, Bootstrap, Visual Studio Code

- Redesigned and updated the main and character pages of the official website with .
- Develop and improve the existing browser games associated with the game characters.

Color Palette Generator (Academic)

October 2023

Technologies used: Visual Studio Code, Javascript, HTML5, CSS3,

- Individually created a color palette generator using a custom backend API.
- Allow users to maintain and edit server data saved with Heroku cloud services.

Audio Visualizer (Academic)

February 2023 - March 2023

Technologies used: Visual Studio Code, Javascript, HTML, CSS3, Canvas API, Web Audio API

- Individually produce a web page that changes the visuals in tune with songs from Pyotr Ilyich Tchaikovsky's The Nutcracker.
- Add a variety of user controls for editing content appearances, song choices, and audio filters.

PotionWorks (Academic & Personal)

September 2022 - October 2022

Technologies used: Unity, Visual Studio 2019

- Worked in a team of 5 to create a 2D casual puzzle game set in the fantasy world of *Ethshar*.
- Design and program core gameplay mechanics, UI, and state machines as game designer and programmer.
- Oversee group meetings, presentations, and design documents as project manager.

EDUCATION

Rochester Institute of Technology - Rochester, NY

Issued May 2024

Bachelor of Science in Game Design and Development, Minor in Communications

GPA: 3.94, Dean's List for 7 semesters

Certificate of Achievement in Business Skills for Aspiring Leaders

Issued March 2024

Saunders College of Business, Rochester Institute of Technology

Professional Certificate in UX Design

Issued February 2024

Google, Coursera

SKILLS

Programming Languages & APIs: C++(2 yrs), C#(3.5 yrs), Javascript/HTML5/CSS3(2.5 yrs), Node.js, Dart, Lua

Development Tools: Visual Studio 2019 & Code(3 yrs), Unity(2 yrs), Unreal(1 yr), Android Studio, Roblox Studio, Blender(1 yr), Maya(2.5 yrs), Zbrush, Adobe Suite(3.5 yrs), Flashprint MP, Filezilla(2.5 yrs), Axure RP(1 yr), Figma(2 yrs)

Other: 3D Modeling and Asset Production, Frontend/Backend Development, Digital Illustration, 3D Printing