Elliot Gong
Full Stack Developer

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EXPERIENCE

Changeling VR, Rochester, NY   January 2024 - May 2024
Web Developer Intern
- Redesigned and programmed four pages of the Changeling VR Project's official website and one of the web minigames.
- Assisted the lead developer in sprint management, project documentation, and team coordination.

Great Lakes Gaming, Rochester, NY   May 2022 - Present
3D Modeling and Animation Intern, Freelance 3D Generalist
- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Work was used for promotional material, game development, sponsorship deals, and esports tournaments.

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 .
- Developed and improved the existing browser games associated with the game characters.

Netflix Clone (Academic)   November 2023 - December 2023
Technologies used: Visual Studio Code, Heroku, CircleCI, MongoDB, Redis Cloud, Javascript, React, Handlebars, CSS3
- Individually created a clone of Netflix complete with account and profile creation/management.
- Utilize database and caching services to store and track user data/activities.

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)   March 2023
Technologies used: Visual Studio Code, Javascript, HTML5, CSS3, Web Audio API
- Individually created a website that created animated patterns based on music from Pyotr Ilyich Tchaikovsky's *The Nutcracker*.
- Allow users to edit and change settings and modes for the web page's audio and visuals.

Amiibo Wiki (Academic)   November 2021 - December 2021
Technologies used: Visual Studio Code, HTML, CSS3, Javascript, Amiibo API
- Programmed a wiki page utilizing the Amiibo API as the primary database.
- Implement features such as search filters, result pages, and saved user searches.

EDUCATION

Rochester Institute of Technology (RIT) - 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

Markup/Programming Languages & APIs: Javascript, Node.js, React.js, HTML/CSS, Vue.js, Dart, Flutter, Bulma, Canvas, Pixi.js, Web Audio, Mapbox, FreeGLUT, C++, C#, Lua
Applications: Visual Studio 2019 & Code, Github, CircleCI, Heroku, MongoDB, Redis Cloud, Filezilla, Axure RP 10, CircleCI, Heroku, MongoDB, Redis, Figma, WinSCP, Adobe Suite, ArcGIS Pro
Other: Game/UI Programming, Game/Level Design, UX Design, 3D Modeling/Asset Production, Digital Illustration, 3D Printing