Elliot Gong
Software Engineer/Developer

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EXPERIENCE

Web Developer Intern, Changeling VR - Rochester, NY   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 - Rochester, NY   May 2022 - June 2024
- Produced numerous 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

Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies: Javascript, Node.js, React.js, Vue, HTML5, CSS3, Bootstrap, Visual Studio Code
- Redesigned and reprogrammed the home, character, and error pages to align with design standards and updated content.
- Completed development of one of the web-based minigames that portrays a main character's story.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

Color Palette Generator (Academic)   October 2023
Technologies: Visual Studio Code, Javascript, HTML5, CSS3,
- Individually created a color palette generator using a custom backend API.
- Allowed users to maintain and edit server data saved with Heroku cloud services.

Audio Visualizer (Academic)   February 2023 - March 2023
Technologies: Visual Studio Code, Javascript, HTML, CSS3, Canvas API, Web Audio API
- Individually created a cloud-hosted website that animated visuals based on music from Pyotr Ilyich Tchaikovsky's *The Nutcracker*.
- Allow users to customize settings and filters for visuals and audio as well as the current song choice.

PotionWorks (Academic & Personal)   September 2022 - October 2022
Technologies: Unity, Visual Studio 2019
- Worked in a team of 5 to create a 2D casual puzzle game set in the fantasy world of *Ethshar*.
- Designed and programmed core gameplay mechanics, UI, and state machines as a lead game designer and programmer.
- Oversaw group meetings, presentations, and design documents as project manager.

EDUCATION

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

Certificate of Achievement in Business Skills for Aspiring Leaders   Issued March 2024
Saunders College of Business, Rochester Institute of Technology

Google UX Design Professional Certificate   Issued February 2024
Coursera

SKILLS
Programming/Markup: C++, C#, Javascript/HTML/CSS, Dart, Lua, Node.js, React.js, Vue.js, Bulma, Canvas, Flutter, Pixi.js
Development Tools: Visual Studio 2019 & Code, Unity) Unreal, Android Studio, Roblox Studio, Filezilla, Axure RP, Figma
Blender, Autodesk Maya, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D, Premiere Pro), Flashprint MP,
Other: Game Design/Development, 3D Modeling and Asset Production, Full-Stack Development, UX Design, Digital Illustration, 3D Printing