

# Elliot Gong

## Full Stack Developer

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### OBJECTIVE

Fourth year game design student seeking an entry level position to apply my experiences in full stack web development, UI programming, UX design/engineering, project management, teamwork, and leadership. Available June 2024.

### EXPERIENCE

#### **Changeling VR**, Rochester, NY

January 2024 - May 2024

Web Developer Intern

- Design and implement an outward-facing production site for promoting the Changeling project.
- Record project life cycle by documenting development notes and updates.

#### **Great Lakes Gaming**, Rochester, NY

May 2022 - July 2022

3D Modeling & Animation Intern

- Expanded the repository of Valorant-based assets by creating 4 original 3D models and content for 9 characters.
- Collaborated with other interns to create additional content for graphic design and 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** (Work)

January 2024 - May 2024

Technologies used: VS Code,

- Reduce costs by improving the original website in order to reduce reliance on the third party web hosting service.
- Secure developer information by hashing content stored in the project's MySQL database.
- Improve accessibility by supporting legacy browsers and devices.

#### **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 web page 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..

### EDUCATION

#### **Rochester Institute of Technology (RIT) - Rochester, NY**

Expected May 2024

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

GPA: 3.94, Dean's List for 6 semesters

#### **Professional Certificate in UX Design**

Expected February 2024

**Google**

### SKILLS

**Markup/Programming Languages & APIs:** Javascript, Node.js, React.js, HTML5, CSS3, Dart, Flutter, Bulma, Canvas, Web Audio, Mapbox, FreeGLUT, C++, C#, Lua

**Applications:** Visual Studio 2019 & Code(3 yrs), Github(3 yrs), CircleCI, Heroku, MongoDB, Redis Cloud, Filezilla(2 yrs), Axure RP 10(1 yr), CircleCI, Heroku, MongoDB, Redis, Figma(2 yrs), WinSCP, Adobe Suite(3 yrs), Maya(2 yrs), Blender(1 yr), Zbrush, Unity(2 yrs), Unreal(1 yr), Flashprint MP, ArcGIS Pro

**Other:** Game/UI Programming, UX Design, 3D Modeling/Asset Production, Digital Illustration, 3D Printing