Elliot Gong
Game/UI Programmer
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OBJECTIVE
Fourth year game design student seeking an internship to apply my experiences in game/UI programming, project management, and leadership. Available June 2024

EXPERIENCE
Changeling VR, Rochester, NY   January 2024 - May 2024
Web Developer/UX Designer Intern
- Redesign and update the official website of the Changeling VR Project.
- Assist the lead developer with project management by documenting/reviewing 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 3D environments, models, and textures.
- Work was used to promote the 100th Pit of Valor, the company's largest Valorant tournament to date.

PROJECTS
Douglas Experience - Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies used: Visual Studio Code, Javascript, Node.js, PixiJS
- Develop and improve the existing web game associated with the character Douglas.
- Redesigned and reformatted the main and character pages of the official website to better align with design standards and existing content.

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*.
- Acted as UI/gameplay programmer, game designer, project manager, and publisher.

Maze Wars (Academic)   March - May 2022
Technologies used: Visual Studio 2019, C++
- Collaborated with a classmate to create a DLL that would perform A* pathfinding on executable "maze" files.
- Produced the base code for the classes and functions. Updated the interface and files when necessary.

Polygon Defense (Academic)   November 2021 - December 2021
Technologies used: Visual Studio Code, HTML, CSS3, Javascript, PixiJS, Paint 3D
- Individually developed a 2D defense/survival web game with traditional OOP and ES6 classes.
- Added unique features such as in-game economics, horde mechanics, and finite state machines.

EDUCATION
Rochester Institute of Technology - Rochester, NY   Expected May 2024
Bachelor of Science in Game Design and Development, Minor in Communications
GPA: 3.93, Dean's List for 6 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
Coursera, Google

SKILLS
Gameplay Programming: Implement gameplay systems/logic, base classes, and player controls.
UI Programming: Develop UI and HUD logic, design graphics for menus and buttons, dynamically update data and visuals.
Programming Languages/APIs: C++, C#, Javascript, HTML5, CSS3,
Development Tools: Unity, Visual Studio(2019 & Code), Unreal Engine, Roblox Studio, Blender, Maya, Zbrush, Adobe Suite(Photoshop, Substance 3D Painter, Fresco, Animate, After Effects), Flashprint MP, Filezilla, Axure RP, Figma
Other: 3D Modeling/Asset Production, Frontend Development, Digital Illustration, 3D Printing, UX Design