

Elliot Gong

UX Designer/Engineer

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OBJECTIVE

Fourth year game design student seeking an entry-level position to apply my experiences in UX design/engineering, UI/object-oriented programming, frontend/backend development, project management, teamwork, and leadership. Available June 2024.

EXPERIENCE

Changeling VR, Rochester, NY

January 2024 - May 2024

Web Developer

- 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.

[Texastry Bakery Delivery Website - UX Design Case Study \(Personal\)](#)

October 2023 - Present

Technologies used: Figma

- Design and publish prototypes of the website equivalent of my bakery delivery app.
- Responsible for conducting research, creating personas, mapping user flow, producing wireframes/prototypes, and visual design.

[Texastry Bakery Delivery App - UX Design Case Study \(Personal\)](#)

July 2023 - October 2023

Technologies used: Figma

- Design and publish prototypes of a bakery delivery app that incorporates design solutions produced from testing and feedback.
- Responsible for conducting research, creating personas, mapping user flow, producing wireframes/prototypes, and visual design.

[RIT Student Information Systems Redesign- UX Design Case Study \(Academic\)](#)

March 2022 - May 2022

Technologies used: Axure RP 10

- Individually redesigned the RIT student portal to simulate a more streamlined course enrollment process.
- Conduct product research and user testing to develop multiple prototypes based on iterated designs.

EDUCATION

B.S. in Game Design and Development, Minor in Communications

Expected May 2024

Rochester Institute of Technology (RIT) - Rochester, NY

GPA: 3.94, Dean's List for 7 semesters

Professional Certificate in UX Design

Expected February 2024

Google

SKILLS

Core Skills: UI Programming, Information Architecture, Wireframing, Prototyping, Usability Testing, User Research

Programming/Markup Languages: Javascript/HTML5/CSS3(2 yrs), C++(1 yr), C#(3 yrs), Dart, Lua

Applications: Figma(2 yrs), Axure RP 10(1 yr), Adobe XD, Visual Studio 2019 & Code(3 yrs), Flutter, Filezilla(2 yrs), Github(3 yrs), Heroku, CircleCI, Adobe Suite(3 yrs), Maya(2 yrs), Blender(1 yr), Zbrush, Unity(2 yrs), Unreal(1 yr), Flashprint MP

Other: Game Programming, Game/Level Design, Frontend/Backend Development, 3D Modeling/Asset Production, Digital Illustration, 3D Printing

Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching