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/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 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 (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 .
- Develop and improve 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 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 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, 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