Elliot Gong
Software Engineer/Developer

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EDUCATION

Master of Science (M.S.) in Computer Science   Expected December 2026
California State University Los Angeles (CSULA) - Los Angeles, CA

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

Google UX Design Professional Certificate   Issued February 2024
Coursera

EXPERIENCE

Game Development/Programming Instructor - Code Ninjas   October 2024 - Present
- Instruct children from ages 5 to 14 in game development using object oriented programming concepts.
- Grade assignments and manage student placement within the curriculum/attendance system.
- Attend local schools as an enrichment instructor to host afterschool sessions in coding/game development.

Web Developer Intern - Changeling VR   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.
- Helped lead a group of nine developers as a project manager to maintain internal cohesion and clarity.

3D Modeling and Animation Intern, Freelance 3D Generalist - Great Lakes Gaming   May 2022 - June 2024
- Produced/edited 3D models, textures, and renders for sponsorship promotion, game development, and esports advertising.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.

PROJECTS

Netflix Clone (Academic & Personal)   November 2023 - Present
Technologies: 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.

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.

Color Palette Generator (Academic & Personal)   October 2023 - Present
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.

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 Asset Production, Full-Stack Development, UX Design, Digital Illustration, 3D Printing
Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching

AWARDS

Eagle Scout Award, Boy Scouts of America, 2019