Elliot Gong
Game/UI Programmer

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EXPERIENCE

Web Developer Intern, Changeling VR - Rochester, NY · 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.
- Managed task flows, sprints, and schedules by assisting the Lead Developer in project documentation and team coordination with Trello.

3D Modeling and Animation Intern, Freelance 3D Generalist, Great Lakes Gaming - Rochester, NY · May 2022 - June 2024
- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Acted as the middleman between the CEO, development team, and graphic designers to streamline communication and updates.
- Produced material for use in promotions, game development, sponsorship deals, and esports tournaments.

PROJECTS

Douglas Experience - Changeling VR Official Website (Professional) · January 2024 - May 2024
Technologies: Visual Studio Code, Javascript, Node.js, PixiJS
- Developed and improved the existing web game associated with the character Douglas.
- Redesigned and updated the main, character, and error pages for the official website for the Changeling VR Project.

PotionWorks (Academic & Personal) · September 2022 - October 2022
Technologies: 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: 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.

Amiibo Wiki (Academic) · October 2021
Technologies: 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 · Issued 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

Google UX Design Professional Certificate · Issued February 2024
Coursera

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: C#, C++, Javascript/HTML/CSS, Dart, Lua
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: Game/Level Design, 3D Modeling/Asset Production, Full-stack Development, Digital Illustration, 3D Printing, UX Design