

Elliot Gong

Game/Level Designer

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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

Bachelor of Science (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, programming, 3D printing, digital literacy, and other STEM topics.
- 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

Douglas Experience - Changeling VR Official Website (Professional)

January 2024 - May 2024

Technologies: Javascript, Node.js, React.js, Vue.js, Pixi.js, HTML5, CSS3, Bootstrap, Visual Studio Code

- Completed development of a web-based platformer to improve playability and accessibility on various devices and screen sizes.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

Combine Prison Escape (Academic)

March 2023 - May 2023

Technologies: Hammer++

- Designed and created a *Half-Life 2* level centered around escaping a Combine prison.
- Published the level files on the Mod DB workshop.

Portal 2 Playlist (Academic)

February 2023 - March 2023

Technologies: Portal 2 Test Chamber Editor

- Designed and created a trilogy of levels centered around repulsion gel, one of *Portal 2*'s primary mechanics.
- Published the final build to the Steam Community workshop.

Battleblock Theater Level (Academic)

January 2023 - February 2023

Technologies: Battleblock Theater Level Editor

- Designed a 2D platformer level that would encapsulate a majority of *Battleblock Theater*'s items, mechanics, and elements.
- Published the playlist to the Steam Community workshop.

SKILLS

Development Tools: Unreal, Unity, Hammer++, Roblox Studio, Visual Studio 2019 & Code, Maya, Blender, Zbrush, Adobe Suite, Flashprint MP, Filezilla, Axure RP 10, Figma

Programming Languages: C#, Javascript/HTML/CSS, C++, Dart, Lua

Other: Game/UI Programming, 3D Asset Production, Full-Stack Development, Digital Illustration, 3D Printing, UX/UI Design

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

AWARDS

Eagle Scout Award, Boy Scouts of America, 2019