

Elliot Gong

UX Designer/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

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 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

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.

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

- Redesigned and reformatted the home, character, and error pages to align with design standards and updated content.
- Designed wireframes, performed user testing, and conducted design reviews with colleagues to improve web designs and layouts.

Texastry Bakery Desktop Website - UX Design Case Study (Personal)

July 2023 - February 2024

Technologies: Figma

- Designed and published prototypes of the website equivalent of my bakery delivery app to convey my design vision.
- Responsible for conducting research, creating personas, mapping user flow, producing wireframes/prototypes, and visual design.

Texastry Bakery Mobile App - UX Design Case Study (Personal)

July 2023 - October 2023

Technologies: Figma

- Designed and published 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.

SKILLS

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

Applications: Figma, Axure RP 10, Visual Studio 2019 & Code, Flutter, Filezilla, Github, Heroku, CircleCI, Adobe Suite(Photoshop, Fresco, Substance 3D, Premiere Pro), Maya, Blender, Zbrush, Unity, Unreal, Flashprint MP

Programming/Markup: Javascript/HTML/CSS, C#, C++, Dart, Lua, React.js, Vue.js, Canvas, Bulma, Pixi.js

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

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

AWARDS

Eagle Scout Award, Boy Scouts of America, 2019