Elliot Gong
UX Designer/Engineer

ewcgong@hotmail.com | (626) 558-0764 | Github | Linkedin | Personal Website

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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

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 better 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 Delivery Website - UX Design Case Study (Personal)   October 2023 - February 2024
Technologies: Figma
- Designed and published prototypes of the website equivalent of my bakery delivery app.
- Responsible for conducting research, creating personas, mapping user flow, producing wireframes/prototypes, and visual design.

Texastry Bakery Delivery 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.

RIT Student Information Systems Redesign- UX Design Case Study (Academic)   March 2022 - May 2022
Technologies: Axure RP 10
- Redesigned the RIT student portal to simulate a more streamlined course enrollment process.
- Conducted product research and usability testing to improve prototypes in alignment with the design vision.

EDUCATION

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

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

SKILLS

Core Skills: UI Programming, Information Architecture, Wireframing, Prototyping, Usability Testing, User Research
Applications: Figma, Axure RP 10, Adobe XD, 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: Javascript/HTML/CSS, C#, C++, Dart, Lua
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