Elliot Gong
UX Designer/Engineer

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OBJECTIVE

Fourth year game design student seeking an entry-level position to apply my experiences in UX design/engineering, UI/object-oriented programming, full-stack development, project management, teamwork, and leadership. Available June 2024.

EXPERIENCE

Changeling VR, Rochester, NY   January 2024 - May 2024
Web Developer/UX Designer Intern
- Redesign and update the official website for the Changeling VR project.
- Assist the lead developer with project management by documenting/reviewing development notes and updates.

Great Lakes Gaming, Rochester, NY   May 2022 - July 2022
3D Modeling & Animation Intern
- Expanded the repository of Valorant-based assets by creating 4 original 3D models and content for 9 characters.
- Work was used to promote esports events, including the 100th Pit of Valor, the company's largest Valorant tournament to date.

PROJECTS

Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies used: Visual Studio Code, Javascript, Node.js, HTML5, CSS3, Bootstrap, PixiJS
- Redesigned and reformatted the main and character pages of the official website to better align with design standards and existing content.
- Develop and improve the existing browser games associated with the game characters.

Texastry Bakery Delivery Website - UX Design Case Study (Personal)   October 2023 - February 2024
Technologies used: Figma
- Design and publish 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 used: Figma
- Design and publish 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 used: Axure RP 10
- Individually redesigned the RIT student portal to simulate a more streamlined course enrollment process.
- Conduct product research and user testing to develop multiple prototypes based on iterated designs.

EDUCATION

B.S. in Game Design and Development, Minor in Communications   Expected 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(2 yrs), Axure RP 10(1 yr), Adobe XD, Visual Studio 2019 & Code(3 yrs), Flutter, Filezilla(2 yrs), Github(3 yrs), Heroku, CircleCI, Adobe Suite(3 yrs), Maya(2 yrs), Blender(1 yr), Zbrush, Unity(2 yrs), Unreal(1 yr), Flashprint MP
Programming/Markup Languages: Javascript/HTML5/CSS3(2 yrs), C++(1 yr), C#(3 yrs), 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