

Elliot Gong

Full Stack Developer

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EDUCATION

Master of Science (M.S.) in Computer Science
California State University Los Angeles (CSULA) - Los Angeles, CA

Expected December 2026

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

Netflix Clone (Academic & Personal)

November 2023 - Present

Technologies: Visual Studio Code, Heroku, CircleCI, MongoDB, Redis Cloud, Javascript, React, Handlebars, CSS3

- Individually created a clone of Netflix using the MERN stack.
- Currently working on implementing existing Netflix features to better simulate the source material.

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 updated a web-based game and the main, character, and error pages for the official website for the Changeling VR Project.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

Color Palette Generator (Academic & Personal)

October 2023 - Present

Technologies: Visual Studio Code, Javascript, HTML5, CSS3,

- Individually created a cloud-hosted color palette generator using a custom backend API.
- Allow users to maintain and edit server data saved with Heroku cloud services.

Audio Visualizer (Academic)

March 2023

Technologies: Visual Studio Code, Javascript, HTML5, CSS3, Web Audio API

- Individually created a cloud-hosted website that animated visuals based on music from Pyotr Ilyich Tchaikovsky's *The Nutcracker*.
- Allow users to customize settings and filters for visuals and audio as well as the current song choice.

SKILLS

Markup/Programming Languages & APIs: Javascript, Node.js, React.js, HTML/CSS, Vue.js, Dart, Flutter, Bulma, Canvas, Pixi.js, Web Audio, Mapbox, FreeGLUT, C++, C#, Lua

Applications: Visual Studio 2019 & Code, Github, CircleCI, Heroku, MongoDB, Redis Cloud, Filezilla, Axure RP 10, CircleCI, Heroku, MongoDB, Redis, Figma, WinSCP, Adobe Suite, ArcGIS Pro, MySQL, Unity, Unreal

Other: Game/UI Programming, Game/Level Design, UX Design, 3D Modeling/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