Elliot Gong
Software Engineer

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EDUCATION

Master of Science in Computer Science, *California State University Los Angeles*, Los Angeles, CA   Expected May 2027
GPA: 3.67

Bachelor of Science in Game Design and Development, *Rochester Institute of Technology*, **Rochester, NY**   May 2024
GPA: 3.94, Dean's List (7 semesters)

EXPERIENCE

Game Development/Programming Instructor, *Code Ninjas* - Los Angeles, CA   October 2024 - Present
Utilized: Microsoft MakeCode Arcade, Unity, JavaScript, Tinkercad
- Developed innovative teaching methods for STEM subjects, integrating game development principles with hands-on coding.
- Streamlined tracking of student progress and curriculum implementation while managing comprehensive attendance records.
- Collaborated with peers to lead after-school coding workshops, introducing programming concepts to groups of 10+ students.

Web Developer Intern, *Changeling VR* - **Remote (Rochester, NY)**   January 2024 - May 2024
Utilized: JavaScript, Node.js, React.js, HTML/CSS, Figma, Trello, MySQL, Filezilla, GitHub
- Redesigned and programmed four responsive web pages for the Changeling VR project's official website to increase user engagement.
- Finished development of a web-based platformer game with PixiJS and Howler.js without sacrificing performance.
- Managed development and Scrum workflows for nine developers to ensure coordination and delivery.

3D Modeling and Animation Intern, Freelance 3D Generalist, *Great Lakes Gaming* - Remote   May 2022 - June 2024
Utilized: Blender, Maya, Adobe Photoshop, Substance 3D Painter
- Produced over 30 3D assets for the in-house 3D library, ensuring consistent content for promotions and internal development.
- Facilitated cross-team collaboration via Discord to maintain communication and efficiency.

PROJECTS

CityMeet (Academic)   January 2025 - May 2025
Utilized: Figma, UX Pilot, GitHub, Visual Studio Code, Supabase, Vercel, HTML/CSS, Tailwind CSS
- Designed software architecture and UI for a custom social media application that caters to regional users.
- Led eight developers as the project manager/scrum master, streamlining agile development and team coordination.

Netflix Clone (Academic & Personal)   November 2023 - March 2025
Utilized: JavaScript, Node.js, React.js, HTML/CSS, Heroku, CircleCI, MongoDB, Redis Cloud, GitHub
- Individually created a clone of Netflix using the MERN stack.

Changeling VR Official Website: Douglas Experience (Professional)   January 2024 - May 2024
Utilized: JavaScript, Node.js, React.js, Vue.js, PixiJS, HTML/CSS, Bootstrap, Figma, Visual Studio Code, GitHub
- Designed and developed a web-based platformer to improve playability and accessibility on various devices and screen sizes.
- Documented and refactored scripts/components to improve readability and code maintainability.

Audio Visualizer (Academic)   March 2023
Utilized: JavaScript, HTML/CSS, CanvasJS, Web Audio API, GitHub
- Individually created a cloud-hosted website that animated visuals based on music from Pyotr Ilyich Tchaikovsky's *The Nutcracker*.
- Allow users to select songs and customize settings and filters for the visuals and audio.

SKILLS

Programming, Markup, & Libraries: JavaScript, React.js, HTML/CSS, Dart, Flutter, C++, C#, FreeGLUT
Frameworks & APIs: Node.js, PixiJS, Mapbox, Bulma, Canvas, Web Audio API, CanvasJS, Vue.js
Development Tools & Environments: Visual Studio 2019 & Code, GitHub, CircleCI, Heroku, Vercel, Supabase, Filezilla, WinSCP
Design & Prototyping: Figma, Axure RP 10, UX Pilot, Adobe Suite(Photoshop, Fresco)
Project and Communication Management: Trello, Jira, Slack, Discord
Miscellaneous: Agile(Scrum), Game Design/Development, UX Design, Digital Illustration, 3D Modeling/Asset Production, Teaching

CERTIFICATES & AWARDS

Google UX Design Professional Certificate, *Coursera* - **Remote**   February 2024