

Elliott Gong

Web Developer

theelliottgong@hotmail.com | (626) 558-0764 | [Linkedin](#) | [Github](#) | Portfolio: www.theelliottgong.com | [Figma](#)

SUMMARY

Full-stack web developer and graduate computer science student with experience building scalable, user-centric applications using modern JavaScript stacks. Background in React, Node.js, cloud deployment, and API integration, complemented by hands-on teaching and customer-facing experience that strengthens communication, documentation, and problem-solving. Comfortable collaborating across technical and non-technical teams to build intuitive, maintainable products.

EXPERIENCE

Game Development/Coding Instructor, Code Ninjas - Los Angeles, CA

October 2024 - Present

Used: JavaScript, Canva

- Taught core programming concepts—including algorithms, game logic, and debugging—to 25+ learners.
- Reviewed and graded 100+ JavaScript assignments, identifying recurring issues to improve instructional workflows.
- Maintained a mixed Linux/Windows environment (15+ machines), supporting staff and development operations.

Web Developer Intern, Changeling VR - Rochester, NY

January 2024 - May 2024

Used: JavaScript, Node.js, React.js, Figma, Trello, MySQL, Filezilla

- Developed **modular React/Node.js features** and integrated REST APIs, improving four web pages and a web game.
- Managed agile development for nine developers, increasing development velocity and progress.
- Coordinated with two designers to refine the web/content architecture and optimize user flows.

3D Modeling and Animation Intern & Freelance 3D Artist, Great Lakes Gaming - Rochester, NY

May 2022 - June 2024

Used: Google Apps Script, Blender, Maya, Adobe Photoshop, Substance 3D Painter

- Managed 50+ assets through validation procedures, ensuring data integrity across production and content pipelines.
- Collaborated with remote developers to coordinate workflows and deliver milestones on schedule.
- Maintained documentation for asset development and directed communication channels for relevant project teams.

PROJECTS

Music Discovery App

October 2025 - In Progress

Used: MERN, JavaScript, Last.fm API

- Developed a secure full-stack application with **dynamic user authentication and protected API routes**.

CityMeet – Social Web Platform

January 2025 - May 2025

Used: Supabase, Vercel, Figma, UX Pilot, JavaScript, Node.js

- Delivered a social web platform for enhancing local community engagement by working with seven developers.
- Designed system architecture, API endpoints, and database schema for scalable user engagement.
- Managed Agile sessions, code reviews, and project documentation, reinforcing industry practices.

Netflix Clone - Project for Media-rich Web Application Development 2

November 2023 - Last Updated: September 2025

Used: MERN, JavaScript, Heroku, CircleCI

- Built a full-stack MERN application with user authentication, content streaming features, and cloud deployment.
- Implemented **CI/CD pipelines** for automated testing, deployment monitoring, and iterative improvements/updates.

SKILLS

Languages: JavaScript, HTML, CSS, Python, C#, C++, Java

Backend / Cloud: Node.js, Express.js, MongoDB, Supabase, MySQL, ElasticSearch, Redis, Vercel, Heroku, CI/CD (CircleCI)

Frontend: React.js, Vue.js, Bulma, Vite, Webpack

UX / Design Tools: Figma, Axure RP 10, Adobe Creative Suite, UX Pilot

Collaboration & Tools: GitHub, Jira, Trello

Other: Project Management, Agile(Scrum), Leadership, Game Development, 3D Modeling

EDUCATION

Master of Science in Computer Science, California State University Los Angeles, Los Angeles, CA

Spring 2027

GPA: 3.83

Bachelor of Science in Game Design and Development, Rochester Institute of Technology, Rochester, NY

May 2024

Summa Cum Laude, GPA: 3.94, Dean's List (Fall 2020 - Fall 2023)

CERTIFICATES & AWARDS

Google UX Design Professional Certificate, Coursera

February 2024

Eagle Scout Award, Boy Scouts of America

October 2018