

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

- Develop teaching methods for STEM subjects, integrating game development principles with hands-on coding for K-12 students.
- Streamline student progress tracking and curriculum implementation while managing comprehensive attendance records.
- Collaborate with peers to lead after-school coding workshops at local schools, introducing game development/programming concepts to groups of 10+ students while adapting content for diverse learning styles.

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.
- Completed a web-based platformer game with PixiJS and Howler.js while maintaining optimal 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 assets for the company's 3D library, ensuring sufficient and consistent content for promotional materials.
- Facilitated collaboration between various teams with Discord on projects 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 - Present

Utilized: JavaScript, Node.js, React.js, HTML/CSS, Heroku, CircleCI, MongoDB, Redis Cloud, GitHub

- Individually created a clone of Netflix using the MERN stack.
- Currently working on improving and adding additional functionality to the overall experience.

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: Project Management, Agile(Scrum), Software Engineering, Game Design/Development, UX Design, Digital Illustration, 3D Modeling/Asset Production, Teaching

CERTIFICATES & AWARDS

Google UX Design Professional Certificate, Coursera - Remote

February 2024