

Elliot Gong

Game/UI Programmer

ewcgong@hotmail.com | (626) 558-0764 | [Personal Website](#) | [Github](#) | [Linkedin](#) | [Itch.io](#)

OBJECTIVE

Game Design graduate seeking an entry-level position to apply my experiences in game development, OOP, project management, and leadership. Available June 2024

EXPERIENCE

Changeling VR, Rochester, NY

January 2024 - May 2024

Web Developer/UX Designer Intern

- Redesigned and programmed four pages of the Changeling VR Project's official website.
- Completed development of one of the existing web games with the PixiJS web library.

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

Douglas Experience - Changeling VR Official Website (Professional)

January 2024 - May 2024

Technologies used: Visual Studio Code, Javascript, Node.js, PixiJS

- Develop and improve the existing web game associated with the character Douglas.
- Redesigned and reformatted the main and character pages of the official website to better align with design standards and existing content.

PotionWorks (Academic & Personal)

September 2022 - October 2022

Technologies used: Unity, Visual Studio 2019

- Worked in a team of 5 to create a 2D casual puzzle game set in the fantasy world of *Ethshar*.
- Acted as UI/gameplay programmer, game designer, project manager, and publisher.

Maze Wars (Academic)

March - May 2022

Technologies used: Visual Studio 2019, C++

- Collaborated with a classmate to create a DLL that would perform A* pathfinding on executable "maze" files.
- Produced the base code for the classes and functions. Updated the interface and files when necessary.

Polygon Defense (Academic)

November 2021 - December 2021

Technologies used: Visual Studio Code, HTML, CSS3, Javascript, PixiJS, Paint 3D

- Individually developed a 2D defense/survival web game with traditional OOP and ES6 classes.
- Added unique features such as in-game economics, horde mechanics, and finite state machines.

EDUCATION

Rochester Institute of Technology - Rochester, NY

Issued May 2024

Bachelor of Science in Game Design and Development, Minor in Communications

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

Coursera, Google

SKILLS

Gameplay Programming: Implement gameplay systems/logic, base classes, and player controls.

UI Programming: Develop UI and HUD logic, design graphics for menus and buttons, dynamically update data and visuals.

Programming Languages/APIs: C++, C#, Javascript, HTML5, CSS3,

Development Tools: Unity, Visual Studio(2019 & Code), Unreal Engine, Roblox Studio, Blender, Maya, Zbrush, Adobe Suite(Photoshop, Substance 3D Painter, Fresco, Animate, After Effects), Flashprint MP, Filezilla, Axure RP, Figma

Other: 3D Modeling/Asset Production, Frontend Development, Digital Illustration, 3D Printing, UX Design