Elliot Gong
Game Developer

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EXPERIENCE

Web Developer Intern, Changeling VR - Rochester, NY   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.
- Served as a project manager/team leader for a group of nine developers to maintain internal cohesion and clarity.

3D Modeling and Animation Intern, Freelance 3D Generalist, Great Lakes Gaming - Rochester, NY   May 2022 - June 2024
- Produced numerous 3D models, textures, and renders to bolster the company's repository of Valorant and League of Legends content.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.
- Modified content to increase its versatility for sponsorship promotion, game development, and esports advertising.

PROJECTS

Douglas Experience - Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies: Visual Studio Code, Javascript, Node.js, PixiJS
- Completed development of one of the web-based minigames that portrays a main character's story.
- Redesigned and updated the main, character, and error pages for the official website of the Changeling VR Project.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

PotionWorks (Academic & Personal)   September 2022 - October 2022
Technologies: Unity, Visual Studio 2019
- Worked in a team of 5 to create a 2D casual puzzle game set in the fantasy world of *Ethshar*.
- Designed and programmed core gameplay mechanics, UI, and state machines as a lead game designer and programmer.
- Oversaw group meetings, presentations, and design documents as project manager.

Maze Wars (Academic)   March - May 2022
Technologies: 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.

Amiibo Wiki (Academic)   October 2021
Technologies: 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

Google UX Design Professional Certificate   Issued February 2024
Coursera

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.
Languages: C#, C++, Javascript/HTML/CSS, Dart, Lua
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: Game/Level Design, 3D Modeling/Asset Production, Full-stack Development, Digital Illustration, 3D Printing, UX Design