

Elliot Gong

UX Designer/Engineer

ewcgong@hotmail.com | (626) 558-0764 | <https://github.com/TheElliotGong> | <https://linkedin.com/in/elliott-gong/>
<https://theelliottgong.com/>

OBJECTIVE

Game design graduate seeking an entry-level position to apply my experiences in UX design/engineering, UI/object-oriented programming, full-stack development, project management, teamwork, and leadership. Available July 2024.

EXPERIENCE

Changeling VR, Rochester, NY

January 2024 - May 2024

Web Developer Intern

- Redesigned and programmed four pages of the Changeling VR Project's official website in addition to one of the web minigames.
- Assisted the lead developer in managing sprints, project documentation, and group coordination.

Great Lakes Gaming, Rochester, NY

May 2022 - July 2022

3D Modeling and Animation Intern, Freelance 3D Generalist

- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Collaborated with other interns and staff to work on advertisements, game development, and sponsorship events.

PROJECTS

Changeling VR Official Website (Professional)

January 2024 - May 2024

Technologies used: Visual Studio Code, Javascript, Node.js, HTML5, CSS3, Bootstrap, PixiJS

- Redesigned and reformatted the home, character, and error pages to better align with design standards and updated content.
- Designed wireframes, performed user testing, and conducted design reviews with colleagues to improve web designs and layouts.

Texastry Bakery Delivery Website - UX Design Case Study (Personal)

October 2023 - February 2024

Technologies used: Figma

- Designed and published prototypes of the website equivalent of my bakery delivery app.
- Responsible for conducting research, creating personas, mapping user flow, producing wireframes/prototypes, and visual design.

Texastry Bakery Delivery App - UX Design Case Study (Personal)

July 2023 - October 2023

Technologies used: Figma

- Designed and published prototypes of a bakery delivery app that incorporates design solutions produced from testing and feedback.
- Responsible for conducting research, creating personas, mapping user flow, producing wireframes/prototypes, and visual design.

RIT Student Information Systems Redesign- UX Design Case Study (Academic)

March 2022 - May 2022

Technologies used: Axure RP 10

- Individually redesigned the RIT student portal to simulate a more streamlined course enrollment process.
- Conduct product research and user testing to develop multiple prototypes based on iterated designs.

EDUCATION

B.S. in Game Design and Development, Minor in Communications

Issued May 2024

Rochester Institute of Technology (RIT) - Rochester, NY

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

Google

SKILLS

Core Skills: UI Programming, Information Architecture, Wireframing, Prototyping, Usability Testing, User Research

Applications: Figma(2 yrs), Axure RP 10(1.5 yr), Adobe XD, Visual Studio 2019 & Code(3.5 yrs), Flutter, Filezilla(2.5 yrs), Github(3 yrs), Heroku, CircleCI, Adobe Suite(3.5 yrs), Maya(2.5 yrs), Blender(1.5 yr), Zbrush, Unity(2 yrs), Unreal(1 yr), Flashprint MP

Programming/Markup Languages: Javascript/HTML5/CSS3(2.5 yrs), C++(1.5 yr), C#(3.5 yrs), Dart, Lua

Other: Game Programming, Game/Level Design, Full Stack Development, 3D Asset Production, Digital Illustration, 3D Printing

Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching