

Elliot Gong

Software Engineer/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.
- Managed task flows, sprints, and schedules by assisting the Lead Developer in project documentation and team coordination with Trello.

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

May 2022 - June 2024

- Bolstered the company's repository of Valorant and League of Legends content by producing numerous 3D assets, textures, and renders.
- Acted as the middleman between the CEO, development team, and graphic designers to streamline communication and updates.
- Produced material for use in promotions, game development, sponsorship deals, and esports tournaments.

PROJECTS

Changeling VR Official Website (Professional)

January 2024 - May 2024

Technologies: Javascript, Node.js, React.js, Vue, HTML5, CSS3, Bootstrap, Visual Studio Code

- 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.
- Developed and improve the existing browser games associated with the game characters.

Color Palette Generator (Academic)

October 2023

Technologies: Visual Studio Code, Javascript, HTML5, CSS3,

- Individually created a color palette generator using a custom backend API.
- Allowed users to maintain and edit server data saved with Heroku cloud services.

Audio Visualizer (Academic)

February 2023 - March 2023

Technologies: Visual Studio Code, Javascript, HTML, CSS3, Canvas API, Web Audio API

- Individually produce a web page that changes the visuals in tune with songs from Pyotr Ilyich Tchaikovsky's The Nutcracker.
- Added a variety of user controls for editing content appearances, song choices, and audio filters.

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 game designer and programmer.
- Oversaw group meetings, presentations, and design documents as project manager.

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

Google, Coursera

SKILLS

Programming: C++, C#, Javascript/HTML/CSS, Dart, Lua

Development Tools: Visual Studio 2019 & Code, Unity) Unreal, Android Studio, Roblox Studio, Filezilla, Axure RP, Figma
Blender, Autodesk Maya, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D, Premiere Pro), Flashprint MP,

Other: Game Design/Development, 3D Modeling and Asset Production, Full-Stack Development, UX Design, Digital Illustration, 3D Printing