

# Elliot Gong

## Full Stack Developer

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### OBJECTIVE

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

### EXPERIENCE

**Changeling VR**, Rochester, NY

January 2024 - May 2024

Web Developer/UX Designer Intern

- Redesigned and updated the official website of the Changeling VR Project.
- Assisted the lead developer with project management by documenting/reviewing development notes and updates.

**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.
- Collaborated with other interns to create additional content for graphic design and game development.
- Work was used to promote esports events, including the 100th Pit of Valor, the company's largest Valorant tournament to date.

### PROJECTS

**Changeling VR Official Website** (Professional)

January 2024 - May 2024

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

- Redesigned and updated the main and character pages of the official website with .
- Develop and improve the existing browser games associated with the game characters.

**Netflix Clone** (Academic)

November 2023 - December 2023

Technologies used: Visual Studio Code, Heroku, CircleCI, MongoDB, Redis Cloud, Javascript, React, Handlebars, CSS3

- Individually created a clone of Netflix complete with account and profile creation/management.
- Utilize database and caching services to store and track user data/activities.

**Color Palette Generator** (Academic)

October 2023

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

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

**Audio Visualizer** (Academic)

March 2023

Technologies used: Visual Studio Code, Javascript, HTML5, CSS3, Web Audio API

- Individually created a web page that created animated patterns based on music from Pyotr Ilyich Tchaikovsky's *The Nutcracker*.
- Allow users to edit and change settings and modes for the web page's audio and visuals..

### EDUCATION

**Rochester Institute of Technology (RIT) - 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

**Markup/Programming Languages & APIs:** Javascript(2.5 yrs), Node.js, React.js, HTML5(2.5 yrs), CSS3(2.5 yrs), Vue.js, Dart, Flutter, Bulma, Canvas, PixiJS, Web Audio, Mapbox, FreeGLUT, C++(2 yrs), C#(3.5 yrs), Lua

**Applications:** Visual Studio 2019 & Code(3.5 yrs), Github(3.5 yrs), CircleCI, Heroku, MongoDB, Redis Cloud, Filezilla(2.5 yrs), Axure RP 10(1 yr), CircleCI, Heroku, MongoDB, Redis, Figma(2 yrs), WinSCP, Adobe Suite(3.5 yrs), ArcGIS Pro

**Other:** Game/UI Programming, UX Design, 3D Modeling/Asset Production, Digital Illustration, 3D Printing