

# Elliot Gong

## Game/Level Designer

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### EDUCATION

**Master of Science in Computer Science**, California State University Los Angeles, Los Angeles, CA

Expected December 2026

**B.S. in Game Design and Development, Minor in Communications**, Rochester Institute of Technology, Rochester, NY

May 2024

GPA: 3.94, Dean's List (7 semesters)

**Google UX Design Professional Certificate**, Coursera

February 2024

### EXPERIENCE

**Game Development/Programming Instructor - Code Ninjas**

October 2024 - Present

- Instruct over 15 children from ages 5 to 14 in game development, programming, 3D printing, digital literacy, and other STEM topics.
- Grade assignments and manage student placement within the curriculum/attendance system.
- Attend local schools as an enrichment instructor to host after-school sessions in coding/game development for groups of 10 and more.

**Web Developer Intern - Changeling VR**

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.
- Helped lead a group of nine developers as a project manager to maintain internal cohesion and clarity.

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

May 2022 - June 2024

- Produced/edited over 30 3D assets for usage in sponsorship promotion, game development, and esports advertising.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.

### PROJECTS

**Douglas Experience - Changeling VR Official Website (Professional)**

January 2024 - May 2024

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

- Completed development of a web-based platformer to improve playability and accessibility on various devices and screen sizes.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

**Half-Life 2: Combine Prison Escape (Academic)**

March 2023 - May 2023

Technologies: Hammer++

- Designed and created a *Half-Life 2* level where you play as a Resistance member fighting their way out of a small Combine prison/outpost.
- Published the level files on the Mod DB workshop.

**Portal 2: Repulsion Gel Trilogy (Academic)**

February 2023 - March 2023

Technologies: Portal 2 Test Chamber Editor

- Designed and created a trilogy of *Portal 2* levels centered around repulsion gel, one of the game's primary mechanics.
- Published the final build to the Steam Community workshop.

**Battleblock Theater: The Level (Academic)**

January 2023 - February 2023

Technologies: Battleblock Theater Level Editor

- Designed a 2D platformer level that would encapsulate a majority of *Battleblock Theater*'s items, mechanics, and elements.
- Published the playlist to the Steam Community workshop.

### SKILLS

**Development Tools:** Unreal Engine, Unity, Hammer++, Roblox Studio, Visual Studio 2019 & Code, Maya, Blender, Zbrush, Adobe Suite, Flashprint MP, Filezilla, Axure RP 10, Figma

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

**Other:** Game/UI Programming, 3D Asset Production, Full-Stack Development, Digital Illustration, 3D Printing, UX/UI Design

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

### AWARDS

**Eagle Scout Award**, Boy Scouts of America, 2019