Elliot Gong
Full Stack Developer

theelliotgong@hotmail.com | (626) 558-0764 | Linkedin | Personal Website | Github

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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

Netflix Clone (Academic & Personal)   November 2023 - Present
Technologies: Visual Studio Code, Heroku, CircleCI, MongoDB, Redis Cloud, Javascript, React, Handlebars, CSS3
- Individually created a clone of Netflix using the MERN stack.
- Currently working on implementing existing Netflix features to better simulate the source material.

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
- Redesigned and updated a web-based game and the main, character, and error pages for the official website for the Changeling VR Project.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

Color Palette Generator (Academic & Personal)   October 2023 - Present
Technologies: Visual Studio Code, Heroku, CircleCI, Javascript, HTML5, CSS3,
- Individually created a cloud-hosted color palette generator using a custom backend API and other full stack techniques.
- Currently working on redesigning the website to more closely resemble Coolors.co.

Audio Visualizer (Academic)   March 2023
Technologies: Visual Studio Code, Javascript, HTML5, CSS3, Web Audio API
- Individually created a cloud-hosted website that animated visuals based on music from Pyotr Ilyich Tchaikovsky's *The Nutcracker*.
- Allow users to customize settings and filters for visuals and audio as well as the current song choice.

SKILLS

Markup/Programming Languages & APIs: Javascript, Node.js, React.js, HTML/CSS, Vue.js, Dart, Flutter, Bulma, Canvas, PixiJS, Web Audio, Mapbox, FreeGLUT, C++, C#, Lua
Applications: Visual Studio 2019 & Code, Github, CircleCI, Heroku, MongoDB, Redis Cloud, Filezilla, Axure RP 10, CircleCI, Heroku, MongoDB, Redis, Figma, WinSCP, Adobe Suite, ArcGIS Pro, MySQL, Unity, Unreal
Other: Game/UI Programming, Game/Level Design, UX Design, 3D Modeling/Asset Production, Digital Illustration, 3D Printing
Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching

AWARDS

Eagle Scout Award, Boy Scouts of America, 2019