Elliot Gong
Full Stack Developer

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EDUCATION

Master of Science (M.S.) in Computer Science   Expected December 2026
California State University Los Angeles (CSULA) - Los Angeles, CA

Bachelor of Science (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

Google UX Design Professional Certificate   Issued February 2024
Coursera

EXPERIENCE

Game Development/Programming Instructor - Code Ninjas   October 2024 - Present
- Instruct children from ages 5 to 14 in game development using object oriented programming concepts.
- Debug assignments to identify bugs and help students advance their creativity, logical thinking, and problem solving skills.
- Attend local schools as an enrichment instructor to introduce students to programming, 3D printing, and other STEM topics.

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.
- Served as a project manager/team leader for a group of nine developers to maintain internal cohesion and clarity.

3D Modeling and Animation Intern, Freelance 3D Generalist - Great Lakes Gaming   May 2022 - June 2024
- Produced/edited 3D models, textures, and renders to bolster the company's repository of Valorant and League of Legends content.
- Served as a middleman between the CEO, development team, and graphic designers to facilitate communication and collaboration.
- Modified content to increase its versatility for sponsorship promotion, game development, and esports advertising.

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)   October 2023
Technologies: Visual Studio Code, Javascript, HTML5, CSS3,
- Individually created a cloud-hosted 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: 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, Pixi.js, 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
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