Elliot Gong
Game Developer

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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 the Changeling VR Project's official website to increase user engagement and showcase new data/content.
- 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

Fantasy Kaijus (Personal)   June 2024 - Present
Technologies: Maya, Blender, Substance 3D Painter, Substance 3D Stager
- A roster of Toho kaiju characters reimagined to fit within a medieval fantasy setting.
- Responsible for designs and all aspects including modeling, uv unwrapping, texturing, and rigging.

Douglas Experience - Changeling VR Official Website (Professional)   January 2024 - May 2024
Technologies: Visual Studio Code, Javascript, Node.js, PixiJS
- 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.

PotionWorks (Academic)   September 2022 - October 2022
Technologies: Unity, Visual Studio 2019
- Designed and programmed UI and gameplay mechanics as a lead game designer and programmer within a team of five developers.
- Oversaw group meetings, presentations, and design documents as project manager.

Maze Wars (Academic)   March - May 2022
Technologies: Visual Studio 2019, C++
- Collaborated with a classmate to create a DLL that would perform A* pathfinding on executable "maze" files.
- Produced the base code for the classes and functions. Updated the interface and files when necessary.

SKILLS

Gameplay Programming: Implement gameplay systems/logic, base classes, and player controls.
UI Programming: Develop UI and HUD logic, design graphics for menus and buttons, dynamically update data and visuals.
Languages: C#, C++, Javascript/HTML/CSS, Dart, Lua
Development Tools: Unity, Visual Studio 2019 & Code, Unreal Engine, Roblox Studio, Blender, Maya, Zbrush, Adobe Suite(Photoshop, Substance 3D Painter, Fresco, Animate, After Effects), Flashprint MP, Filezilla, Axure RP, Figma
Other: Game/Level Design, 3D Modeling/Asset Production, Full-stack Development, Digital Illustration, 3D Printing, UX Design
Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching

AWARDS

Eagle Scout Award, Boy Scouts of America, 2019