

# Elliot Gong

## Game/Level Designer

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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 numerous 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

**[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 one of the web-based minigames that portrays a main character's story.
- Edited the layouts of six levels to improve playability and accessibility on different devices and screen sizes.
- Documented and rewrote numerous scripts/components to improve readability and production efficiency.

**[Combine Prison Escape \(Academic\)](#)** March 2023 - May 2023

Technologies: Hammer++

- Designed and created a *Half-Life 2* level centered around escaping a Combine prison.
- Published the level files on the Mod DB workshop.

**[Portal 2 Playlist \(Academic\)](#)** February 2023 - March 2023

Technologies: Portal 2 Test Chamber Editor

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

**[Battleblock Theater 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, 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