

Elliot Gong

Software Engineer/Developer

theelliottgong@hotmail.com | (626) 558-0764 | [Github](#) | [Linkedin](#) | [Personal Website](#)

EDUCATION

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

[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

[Netflix Clone](#) (Academic) November 2023 - Present

Technologies: Visual Studio Code, Heroku, CircleCI, MongoDB, Redis Cloud, Javascript, React, Handlebars, CSS3

- Individually created a clone of Netflix complete with account and profile creation/management.
- Utilize database and caching services to store and track user data/activities.

[Changeling VR Official Website](#) (Professional) January 2024 - May 2024

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

- Redesigned and reprogrammed the home, character, and error pages to align with design standards and updated content.
- Completed development of one of the web-based minigames that portrays a main character's story.

[Color Palette Generator](#) (Academic) October 2023

Technologies: Visual Studio Code, Javascript, HTML5, CSS3,

- Individually created a color palette generator using a custom backend API.
- Allowed users to maintain and edit server data saved with Heroku cloud services.

[Audio Visualizer](#) (Academic) February 2023 - March 2023

Technologies: Visual Studio Code, Javascript, HTML, CSS3, Canvas API, 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

Programming/Markup: C++, C#, Javascript/HTML/CSS, Dart, Lua, Node.js, React.js, Vue.js, Bulma, Canvas, Flutter, Pixi.js
Development Tools: Visual Studio 2019 & Code, Unity Unreal, Android Studio, Roblox Studio, Filezilla, Axure RP, Figma
Blender, Autodesk Maya, Zbrush, Adobe Suite(Photoshop, Fresco, Substance 3D, Premiere Pro), Flashprint MP,
Other: Game Design/Development, 3D Asset Production, Full-Stack Development, UX Design, Digital Illustration, 3D Printing
Misc: Leadership, Project Management, Teamwork, Problem Solving, Communication, Customer Service, Teaching