

Updated 11/04/2023
Singapore
choongzhanhong@gmail.com

Choong Zhan Hong

Undergraduate at NUS

Website: choongzhanhong
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I'm Zhan Hong, current undergraduate at the National University of Singapore. I'm pursuing a degree in Communications and New Media and a minor in Computer Science. I have a keen interest in design of all sorts, including graphic design and UI/UX. In my free time, I enjoy doing stand-up comedy, emceeing, and teaching.

SKILLS

Tools and Languages	Python, HTML/CSS, Javascript, C, C++, C#, Java, SQL, \LaTeX , Microsoft Office
Content Creation	Adobe Photoshop, Illustrator, Premier Pro, After Effects, InDesign
Communication	English, Mandarin Chinese, (some) Bahasa Indonesia/Melayu

WORK EXPERIENCE

Digital Marketing Intern July 2022 — December 2022
Health Promotion Board (HPB) Singapore

- Primarily managed the Health Promotion Board [website](#), LumiHealth [campaign website](#), and HPB-owned [HealthHub](#) articles. I used the respective Content Management Systems to maintain these websites, such as editing content and pages. Other departments also went through our team for requested content changes and help.
- Annual Content Audit
I was heavily involved in the HPB Annual Content Audit. I helped to establish a consistent content guideline and introduced enhancements to existing workflows with scripts I wrote.

Digital Marketing Intern May 2022 — July 2022
Workforce Singapore (WSG) Singapore

- Involved in digital content and roadshow events, including on-ground involvement with Careers Connect on the Go (CCOTG) events and SGUnited Jobs and Skills Info Kiosk roadshows.
- Assisted in the launch of the [herCareer campaign](#), which debuted in my time in WSG.
I helped with creation of graphic collaterals, and event coverage of the roadshow and popup events.

OTHER EXPERIENCES

President 2021 — Present
NUS Comedy Club (Executive Committee) National University of Singapore

- Oversee Comedy Club events, gigs, and performances, along with liaising with external parties.
I was primarily responsible for liason with stakeholders like Furama Riverfront Hotel, One Farrer Hotel, and our internal NUS Shows. Our club's [Instagram Page](#) also achieved over 2000 followers (*and counting*).
- Emcee and event management for our performances.
- Manage the internal training sessions for Comedy Club members' recreation and to improve in stand-up comedy.

Training Director 2022 — Present
NUS Students' Union Committee for Information Technology (NUSSU CommIT) National University of Singapore

- Plan and oversee [introductory software workshops](#) for NUS students.
I introduced a new item into the syllabus; a workshop on HTML, CSS, and Bootstrap for basic website development.
- Manage a team of trainers, including allocation of duties and equipping them with required skills.

Student Ambassador 2022 — Present
Faculty of Arts and Social Sciences National University of Singapore

- Student representative of the faculty.
- Planned outreach events during open day and open house events for NUS and FASS.
I planned the flow and managed a team of student ambassadors and volunteers to guide visitors and interact with visitors during open house events.

CREATIVE and SPECIAL PROJECTS DIRECTOR Aug 2020 — Aug 2022
NUS Communications and New Media Society (Executive Committee) National University of Singapore

- Produced graphic collaterals for publicity, Instagram page, events.
- Planned and organized orientation event for incoming students.
- Created materials and taught workshops on HTML/Bootstrap and Adobe software.

Private Tutor 2020 — Present
Freelance

- Ranging from Primary to GCE O-level Mathematics, Science, and English.

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EDUCATION

National University of Singapore

2020 — Present

Bachelor of Arts (BA) — Honours (First Class)

Major in Communications and New Media

Minor in Computer Science

NUS High School

2012 — 2017

Diploma (Distinction)

Honours in Mathematics

Majors in Chemistry and Physics

OTHERS

Please refer to my [website](#) for my portfolio. Apart from what's been listed, I have explored other projects, including: programming games with Game Maker Studio, Unity (VR development), and Love 2D; Exploring machine learning using text-based input. Otherwise, I am also supportive of pedagogical endeavours, such as those in relation to fitness, computer science, and software.