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Singapore

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Choong Zhan Hong

Communications and UX Design Sophomore

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Hi, 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 Interactive Media Development. I'm very familiar with design for print, web graphics, and interfaces, along with back-end development.

SKILLS

Tools and Languages	Python, HTML/CSS, Javascript, C/C++, SQL, \LaTeX , Microsoft Office
Content Creation	Adobe Photoshop, Illustrator, Premier Pro, After Effects, InDesign
Communication	English, Chinese

EXPERIENCE

CREATIVE and SPECIAL PROJECTS DIRECTOR

NUS Communications and New Media Society (Executive Committee)

2020 — Present

National University of Singapore

- Produced graphic collaterals for publicity, Instagram page, events.
- Planned and organized orientation event for incoming students.
- Planned and taught entire one-day workshop on HTML, CSS, and Bootstrap.

FASS Student Ambassador

Faculty of Arts and Social Sciences

2022 — Present

National University of Singapore

- Student representative of the faculty.
- Planning committee of public outreach events, Open day.

Training Director

NUS Comedy Club (Executive Committee)

2022 — Present

National University of Singapore

- Oversee, planing, and leading of weekly training and activity sessions.

Private Tutor

Freelance

2020 — Present

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

EDUCATION

National University of Singapore

Bachelor of Arts (BA) — Current CAP: 4.73/5.00

2020 — Present

Major in Communications and New Media

Minor in Interactive Media Development

Minor in Film Studies

NUS High School

Diploma (Distinction)

2012 — 2017

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 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.