

Tenny Fong

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EDUCATION

Graduate School, University of Washington | Seattle, WA

Sep. 2024-Jun. 2026

Program: Master of Communication in Communication Leadership

Current Student

Chengyi College, Jimei University | Xiamen, China

Sep. 2020-Jun. 2024

Degree: Bachelor of Engineering in Digital Media Technology

GPA: 3.33/4.0

Main Courses: *Digital 3D, Digital Image Processing, Digital Audio Processing Technology, Software Engineering, User Interface Design, Fundamentals of AR/VR Development*

INTERNSHIP

China Macroeconomic Network | Shenzhen, China

Dec.2023-Feb.2024

Guangdong-Hong Kong-Macao Greater Bay Area Thematic Center | New Media Editorial Assistant

- Selected and reviewed suitable articles from the reprint directory, summarized and extracted keywords and abstracts, and submitted standardized edits to the publishing system for review
- Created and managed the WeChat official account for the Guangdong-Hong Kong-Macao Greater Bay Area Thematic Center, including user and function positioning, function bar setup, information page column design, article layout design, and promoting
- Learned to handle sensitive news editing themes, including reprint, drafting, and review needs, and enhanced the awareness of media environment review mechanisms

CHINA BUSINESS HERALD | Beijing, China

Jun.2023-Aug.2023

Rule of Law News Department | Report Intern

- Took 354 photographs in the Beijing Urban Culture Collection Project, post-processed the images using LR and PS, and wrote descriptive text to convey the city's culture
- Categorized captured photos, videos, audio and text into departmental repositories to assist editors in retrieving relevant materials for news report
- Familiarized with the triple-revision and triple-proofreading system, and responsible for proofreading the content and format of news articles before publication
- Operated the back-end management system, posted 12 edited articles, and maintained and adjusted website content post-publication

CAMPUS ACTIVITY

News Center Press Corps | Member

- Responsible for on-site photography at large-scale events including campus sports meeting, teaching seminars, and graduation ceremonies
- Post-processed the photos to adjust the tones to align with the event's theme and format
- Acquired photojournalism skills and learned to convey emotions of people through photograph

AWARDS

- Outstanding Student Journalist of News Center Press Corps (College Level, Top 6% of the team)
- Professional second-class scholarship in 2021 (College Level, Top 7% of majors)
- Professional third-class scholarship in 2021 (College Level, Top 25% of majors)

SKILLS

Language: Chinese, English, Cantonese

Media Technology: Adobe PS, An, AE, XD, Ableton Live

Computer Skills: C, UE5, Autodesk Maya

PROJECT EXPERIENCES

Weather Series Animation (Adobe Animate)

Mar.2023-Jul.2023

- Used An to create an animated short film, featuring a person who faints after walking into a wall while looking at his phone, and dreams about changing weather, and a rainbow upon awakening; the animation serves as a metaphorical reminder for people to appreciate real life's beauty beyond the virtual world
- Created and promoted GIFs of 25 weather conditions from the animated short film on social media and messaging app

UE5 Villa Design & Construction

Mar.2023-Jun.2023

- Completed a three-story villa design using Unreal Engine5, encompassing architectural design, interior decoration, and outdoor scene construction
- Leveraged the villa's natural hillside location in the design to ensure each floor offers views of outdoor sports venues, blending natural and modern elements, and combining static and dynamic concepts

Ordinary Apartment -- Design and Modeling of an Urban Apartment (Maya)

Mar.2023-Jun.2023

- Used Maya to design and model ordinary apartments, balancing space and function to optimize urban space usage, aiming to enhance living experiences by adding more functionalities

Molly 3D - Modeling Restoration of Realistic Models

Mar.2022-Jan.2023

- Digitized the physical toy Molly into a 3D graphic on the computer, achieving 1:1 high-precision reproduction in shape, structure, color, and texture
- Completed 3D modeling using Maya for basic structures, Zbrush for detailed sculpting and high-precision models, Unfold 3D for UV unwrapping, and Substance 3D Painter for texture mapping

UI Design for Mobile Apps with Adobe XD

Nov.2022-Dec.2022

- Developed the Cloud Gate - digital storage space app, a platform for users to digitally store, browse, and display items, ideal for recording real-life objects in digital formats like photos, audio, and files
- Completed project planning, market research, user journey mapping, and developed UI design using XD
- Cloud Gate helped people perpetuate the things they cherish in digital form

Synthesized Music Production - Sonic Expression of Emotions

Nov.2022-Dec.2022

- Employed Ableton Live to produce a voice-over for a short film and create two music clips
- Produced music that engages listeners through drum changes, melodic transitions, and rhythmic overlaps in the background.

Plane, Color, and Three-Dimensional Composition Art Design Portfolio

Oct.2020-Jul.2021

- Completed a 73-content portfolio based on hand-drawing, hands-on production and PS processing

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