

ZONG Tong

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EDUCATION

Kingston University

Sep. 2022 – Jul. 2025

Bachelor of Arts in Illustration Animation (to be earned)

ART EXPERIENCE

Promotion and Modification for the Official Collection Card for the TV Series *Ashes of Incense*

Sep. 2024

- Proposes promotion ways to stimulate the consumption enthusiasm of fans during the second anniversary period
- Participated in providing suggestions for editing and refining the manuscript which was requisitioned

Modification for the Official Metal Refrigerator the TV drama *Lotus Tower*

Aug. 2024

- Provided design suggestions, such as adjusting the facial expressions of characters and modifying accessory details
- Gained love from fans as a product commemorating the first anniversary of the drama

The Global Game Jam - CiGA (Group Work)

Jan. 2024

- Challenged the limit in this project within 48 hours to create a game together with the team, obtaining a success certificate
- Played an important role as a planner, screenwriter, 2D artist, and editor, setting the character scenes and writing the script in the meeting held to develop specific game content and gameplay after receiving the competition questions
- Individually drew scene backgrounds and interactive objects
- Finally tested the game and edited the game introduction video, which was reported by the team

The Pitch – Animation Making for the Vintage Company (Group Work)

Jan. 2022

- Read the book *The Husbands* by Holly Gramazio to understand the key plots and main themes
- Collaborated with team members as a leader who coordinated and assigned tasks
- Determined the tone of the promotional animation, searched for materials, and discussed content with team members
- Created a live animation with the style of paper figures, and conducted character design and handmade production
- Prepared materials, like renting shooting equipment, and handled shooting and post-production (editing and dubbing)

ACTIVITIES

Forest School

Researcher / 2D Art Designer

Oct. 2024

- Individually communicated with children while collecting their paintings and analyzing their psychology through the colors, lines, and composition, to help determine colors of the project
- Discussed with team members the specific content to be drawn and undertook a portion of the image drawing
- Designed special emoji of the pixel games style after investigating the artistic style with the team for children with ADHD, autism, or psychological trauma at St John's Primary School situated in a forest in Kingston to communicate with parents
- Received positive feedback from the school staff for the final printing and making emoji magnets for children to use

Brief Encounters

Researcher / Planner / 2D Art Designer

Jan. 2024

- Cooperated with team members to create a game that could guide children to visit the Wimbledon Museum
- Communicated with children and researched children's education, psychology, and game picture books that could provide inspiration for game formats and art styles
- Drew game images based on the local specific exhibits and stories of the museum, and conducted on-site experiments
- Individually finished the summary and reported together to the manager, receiving recognition from the children and staff

SKILLS & HOBBIES

Software Skills: Procreate, InDesign, Maya, Pr

Hobbies: Painting, Photography, Handicraft (e.g. Polymer Clay), Embroidery, Video Editing, We Media Operation