

Jerry Hong

College Student '24 - '27 @ [College for Creative Studies](#)
Concept Design Major

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Skillset:

Photoshop: Photobashing, digital painting

Zbrush: Natural sculpting

Blender: Hard surface + environment building

Learning: Maya, Keyshot, Substance Painter

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PORTFOLIO:

Link [Here](#)

EDUCATION

Elementary Education

September 2012 - June 2019

My very first term of elementary school was spent in China, before moving to Canada for my second term of first grade. During my sixth and seventh grades, I attended a French immersion program, where I got to dive deep into a completely new language.

St. George's School

September 2019 - June 2024

I had the pleasure to attend an all boys private school in Vancouver, where I was exposed to great facilities, extracurriculars, and courses. I had the pleasure to learn Latin from one of the few instructors fluent in all of Canada, and discover my passion for design in general.

NPC College of Art & Design

September 2022 - May 2024

During my time in high school, I discovered my interest in concept design, and found an undergrad diploma program which I was able to take simultaneously with my grade 11 and 12 high school years.

College for Creative Studies

September 2024 - Present

I'm currently enrolled in CCS' BFA in Entertainment Arts. Lucky for me, I had the opportunity to transfer my time at NPC College of Art & Design for a generous scholarship and start directly in my sophomore year. My hope is to finish my BFA in Entertainment Arts in 3 years instead of 4 to pursue my own path and further develop my own works.

Yoka Games

December 2025 - January 2026

I had the opportunity to tour and join a team at Yoka (or Yokaverse), a creative studio in my hometown of HangZhou, China. This wasn't planned, as I had originally gone back to China to visit my family and spend the winter holiday. However, I had been introduced to this company, and was luckily able to experience a concept designer's role in an upcoming game's development. As someone with a lack of prior working experience, this short 2 week opportunity was both overwhelming and great personal growth. I not only learned to effectively communicate with my team leader and modelling team, but also where my role contributes to the workflow in creating a final product. I learned to use assets created by the modelling team and place them into designed environments, sketch functions for buildings, and storyboard for the intro sequence of the game. Though my time there was short, there really is no better learning environment than that when being surrounded by professionals