

JEANETTE CHONG

SPATIAL | EXPERIENTIAL | VISUALS

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EXPERIENCE

2020 - 2022

UNIVERSAL CREATIVE | Studio City, CA
SHOW SET DESIGNER [Independent Contractor]

Project: Super Nintendo World Hollywood

Assisted the Universal Creative team in developing scenic designs and critical device integration in the land, interactive experience areas, and retail spaces. Collaborated with external fire/life safety consultants, AV consultants, as well as internal USH Operations, Facility, and Tech Services teams to ensure code compliance and functionality with creative designs. Managed creative intent throughout land construction through field coordination documentation (IDSP drawings sets, updated sketch design drawings), 3D modeling spatial studies, vendor package reviews, RFIs, and in-field site walk sign-offs.

2019 - 2020

WDI | Glendale, CA
SHOW SET DESIGNER [Independent Contractor]

Projects: Star Wars: Galactic Starcruiser (Florida)
Avengers HQ Ride Preshow & Load-in (DCA)

Given the opportunity to join the WDI Show Set Design team on 2 separate projects as an external consultant. Responsibilities include, designing alongside project executive architects and producers using Rhino and Enscape VR Studies for concept designs, as well as using Revit to prepare 100% CD and Bid Packages for show production.

2016 - 2020

5+ DESIGN | Los Angeles, CA
SENIOR DESIGNER

Involved with large scale hospitality and commercial projects locally and overseas with design phases ranging from competition through DD. Responsibilities include, creating design packages using SketchUp models, Enscape renders, Illustrator diagrams and InDesign layouts. Revit modeling and drafting architectural details for SD + DD set issuances. Coordinating and communicating closely with LDIs & different design consultants through all phases of design.

2014 - 2016

HAWK & CO. | Los Angeles, CA
DESIGNER

Design staff assisting with high-end residential & commercial projects. Responsibilities include, schematic design for facade options, 3D modeling + visualizations for client presentation, FF&E selection and documentation, custom furniture + lighting design, vendor coordination, drafting architectural details for BID set and CD set issuances, hospitality design competition charette, as well as various branding + graphics identity package (logo, stationary package, web design, social media launch).

2013

MASA STUDIO | Los Angeles, CA
INDEPENDENT CONTRACTOR

Participated in the master plan of a new university campus in Dubai. Responsibilities include, creating materiality + lighting studies for dorm room typologies, studies of program adjacencies, constructing massing models as well as 3D model + visualizations of designs. Also worked on the conceptual design for a large scale villa in Dubai. Responsibilities include, program block variation studies, modeling different conceptual schemes in Rhino, rendering significant sections of the villa and assembling presentation package for the client.

EDUCATION

2008 - 2013

UNIVERSITY OF SOUTHERN CALIFORNIA
LOS ANGELES | CA | USA
School of Architecture | Bachelor of Architecture

SUMMER 2006

PARSONS THE NEW SCHOOL FOR DESIGN
NEW YORK | NY | USA
Summer Intensive Studies - Painting + Drawing

SKILLS

DIGITAL

AutoCAD | Rhino + SketchUp 3D Modeling | V-Ray Renderings | Enscape Renderings | Revit | Navisworks | Grasshopper (basic) | Adobe Photoshop | Illustrator | InDesign | Dreamweaver | Bluebeam Revu | After Effects + Projection Mapping | Web Designing - HTML + CSS | Microsoft Office |

CRAFT

Hand-drafting + sketching | Painting | Model Building | Laser Cutting

LANGUAGES

English (fluent) | Chinese [Cantonese + Mandarin] (fluent) | French (6 yrs) | Japanese (2 yrs)

AWARDS + HONORS

2013

FACULTY PROJECT AWARD

In recognition of a fifth year degree project that represents an outstanding resolution of a creative architectural premise

2008

EXCELLENCE IN THE VISUAL ARTS

AP Studio Art Project + Exhibition - Hong Kong International School