KIEN HO
Technical Artist & Designer

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Game Design Portfolio
LinkedIn
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Summary

Highly enthusiastic Technical Artist & Game Designer, who has been developing a diverse portfolio of games for 3+ years. Exceptional **collaborator**, **innovator**, and a **fast learner**. Proficient at **game development**, **game art**, and constructing **human-centric design**.

Skills

Digital Graphics Skills

- Adobe Photoshop
- Clip Studio Paint
- Blender 3D

Technical Skills

- Tools Development
- Unreal Engine
- Unity Engine
- C, C#, C++, HLSL
- Git Version Control

Soft Skills

- Creative
- Versatile
- Collaborative
- Self-motivated
- Conflict Management
- Excellent Verbal and Written Communication

Work Experience

University of Toronto/Sheridan
August 2024
Game Design Intern

- Programmed over 15 custom shaders, Particle Systems, and Post-Process Render Features to deliver the original artistic concept.
- Communicated efficiently with a team of 11 people to produce a finished game experience in under 3 months.
- Modeling, texturing, rigging, and texturing 10+ in-game assets that amplified the game's artistic direction even further.
- Documented gameplay and technical features that helped save over 10+ hours of development.

Eden Industries
August 2024
Game Design Intern

- Generated over 20 engaging dungeon layouts for use with a procedural level generator.
- Ensured that all levels follow the existing art direction via exemplary verbal communication with Art Director.
- Coordinate tasks with other designers and completed milestones within a timely manner.

Mathnasium
February 2022 - Current
Math Instructor

- Work alongside other instructors to assist over 500 students with understanding their math homework.
- Educate students on various mathematical concepts spanning across all 12 grades.
- Continually help students form a healthy relationship with math and improve their grades by over 10% average.

Projects

Tom & Foolery's Tavern
November 2023
Game Designer/ Technical Artist

- Designed and built physical prototypes for an alternative controller scheme.
- Programmed stunning VFX and Particle Systems using visual scripting.
- Collaborated with other programmers to create tools that helped streamline the level design process, which brought the scene to life and saved 40+ hours of manually placing props.

Florescence
December 2023
Technical Artist/ Programmer

- Designed a 10-minute experience that could be fitted into an exisitng game title.
- Experimented with over 7 eye-catching fragment shaders and visual effects using HLSL and visual scripting in only 4 weeks.
- Implemented complex systems using C# in Unity Engine.
- Animated dynamic user interfaces with C# in Unity.

Marco Polo
June 2024
Best Overall Game at CNE Gaming Garage
Technical Artist/ Programmer

- Implemented 4+ levels of polished gameplay in less than 2 days.
- Wrote displacement and fragment shaders to enhance gameplay and elevate visual aethetics.
- Supported other programmers and designers with bug fixing and helped save over 15+ hours of development.

Education

Honours Bachelor of Game Design

Sheridan College | 2021-2025

- Participated in over 6 Game Jams as a game designer, programmer, and technical artist.
- Specialization in *Graphics Programming* and *Tools Programming*.

Awards & Certifications

- Alt.Ctrl GDC 2023 Selected Finalist & Exhibitor
  Paper Glider
  Heist '98
- Fine Arts Certificate - Media Arts
  Central Memorial High School
- CPR and First Aids
  Red Cross Program