

Chi Ho

Portfolio: 27chi.com / Based in London
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Right to work in the UK (No sponsorship required)

Versatile 3D Generalist and XR Developer with extensive experience in branding, concept art, and graphic design. Proficient in integrating immersive environments and implementing spatial interactions within Unity, Maya, and the Adobe Creative Suite. Possesses strong knowledge of optimized workflows for game development and XR design.

Education

Sep. 2024 - Feb. 2025 London, UK

University Of The Arts London

MA Virtual Reality

Core Modules: Immersive Experience Design (MR/VR)/ Immersive Storytelling/ Technical Implementation in XR Environments

Aug. 2018 - Aug. 2022 Taipei, Taiwan

Shih Chien University

BFA Communications Design

Core Modules: Digital Media Design/ 3D Asset Pipeline & Creation/ Visual Communication/ Interaction Design

Work Experience

Oct. 2025 - Present Remote

Freelance Illustrator & 3D Artist

- Created bespoke illustrations across versatile styles, translating conceptual ideas into compelling visual narratives.
- Developed 3D models and assets for panoramic projects.
- Adapted visual aesthetics to meet client requirements, ensuring high-quality 2D and 3D deliverables.

Jan. 2020 - Aug. 2022 Taipei, Taiwan

Graphic Design

Shih Chien University (SCE)

- Delivered a high volume of marketing materials with adaptable visual styles tailored to specific project requirements, while ensuring brand consistency across both printed and digital platforms.

Technical Skills

3D Asset Creation & Animation:

Maya (Primary), Cinema 4D, Blender, Substance Painter, ZBrush, Nomad.

Real-time & XR Development:

Unity, Foundational C# for Unity.

Concept Art & UI:

Adobe Creative Suite (Photoshop, Illustrator, After Effects), Procreate.

AI-assisted Workflow & AI Output Refinement:

Midjourney, Mesh3D.

Core Competencies

3D & Texturing Pipeline:

PBR Workflow, Shading & Material, Asset Optimization, UV Unwrapping, Retopology.

XR & Real-time:

Immersive Experience Development, Game Development, 360-degree Video Integration, Spatial Storytelling.

Visual Artistry:

Adaptable Visual Aesthetics, UI Elements, Digital Illustration, Concept Art, Color Theory.