

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 experience in branding, concept art, and graphic design. Proficient in Unity, Maya, and Adobe Creative Suite, with strong knowledge of optimized workflows for game and XR development.

Education

Sep. 2023 - Feb. 2025 London, UK
MA Virtual Reality University of the Arts London
Core Modules: Immersive Experience Design (MR/VR)/ Immersive Storytelling/ Technical Implementation in XR Environments

Aug. 2018 - Aug. 2022 Taipei, Taiwan
BFA Communications Design Shih Chien University
Core Modules: Digital Media Design/ 3D Asset Pipeline & Creation/ Visual Communication/ Interaction Design

Work Experience

Apr. 2026 - Present UK, Part time
Environment Artist & Level Designer Gamecrafters' Collective

- Develop 3D environment assets, including foliage/tree modeling
- Design levels through documentation and block-outs (in Unity); create concept art for characters and environments
- Collaborate with cross-functional team on visual direction and asset pipeline

Oct. 2025 - Present Remote
Freelance Illustrator & 3D Artist

- Create illustrations across versatile styles, translating concepts into visual narratives
- Develop 3D models and assets for panoramic projects
- Produce game decals (splatter, wear, surface detail) for environment realism

Jan. 2020 - Aug. 2022 Taipei, Taiwan
Graphic Designer Shih Chien University SCE

- Delivered digital and printed marketing materials with adaptable styles while maintaining brand consistency across 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, Unreal Engine (Foundational).

Concept Art & UI:
Adobe Creative Suite (Photoshop, Illustrator, After Effects), Procreate.

AI-assisted Workflow & Output Refinement:
Midjourney, Mesh3D.

Core Competencies

3D & Texturing Pipeline:
PBR Workflow, Shading & Materials, 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.