







KIEN HO

TECHNICAL ARTIST. GAME DEVELOPER.

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 [CHECK OUT MY PROJECTS!](#)

 [LinkedIn](#)

 +1 (647)-766-2359

EDUCATION

Honours Bachelor of Game Design

Sheridan College Institute of Technology and
Advanced Learning
2021 - 2025

SKILLS

TECHNICAL SKILLS

- Engine Tools Development
- Programming Languages: C, C#, C++, HLSL, HTML, CSS
- Version Control: Github, Sourcetree
- Systems Design
- Rapid Prototype
- Documentation

TOOLS

- Unity Engine
- Unreal Engine 5
- Adobe Suite (Photoshop, After Effects)
- Blender 3D
- Microsoft Office

SOFT SKILLS

- Quick Learner
- Collaborative
- Conflict Management
- Effective Communication
- Leadership

AWARDS

1st Place Best Overall Game

CNE Gaming Garage 2024

- Marco Polo

Level Up Showcase 2025

- Marco Polo

Selected Finalist & Exhibitor

Alt.Ctrl GDC 2023

- Paper Glider
- Heist '98

PROFILE

Highly enthusiastic Technical Artist & Game Developer who has been developing a diverse portfolio of games for 3+ years. A deep-rooted interest in bridging the gap between engineering and art. **Cooperative** and **resourceful**, always going the extra mile to ensure that the team is set up for success. **Result-oriented**, I love seeing everyone's efforts come to fruition!

EXPERIENCE

Niko's Pawsome Adventure

SEPTEMBER 2024 - CURRENT

Technical Artist/ Game Designer

- Led an 8-month game development project as Team Lead and Technical Artist, coordinating cross-disciplinary collaboration and ensuring milestone delivery.
- Streamlined production processes through custom tools and technical solutions, resulting in improved efficiency and reduced iteration time.
- Produced high-quality, optimized 3D models, rigs, and animations, balancing creative vision with technical precision to support gameplay and visual fidelity.
- Engineered an AI Behavior Tree system for NPCs operating on a spherical surface, solving complex spatial logic challenges and enhancing in-game interactivity.

University of Toronto/Sheridan

AUGUST 2024

Technical Artist/ Game Designer

- Collaborated on a 3-month game development project with a team of 11 members, contributing through mechanics design and technical art implementation.
- Produced expressive 3D animations to enhance character feedback and in-game responsiveness.
- Developed a custom rendering pipeline in Unity to support stylized visual effects, enabling advanced shader functionality and unique aesthetic results.

Marco Polo

JUNE 2024

Technical Artist/ Programmer

- Collaborated in a 3-day game jam to develop an award-winning title, earning recognition for Best Overall Game and Best Visuals.
- Designed and implemented engaging puzzle mechanics that balanced challenge and intuitiveness within a tight development window.
- Created custom shaders, VFX, and gameplay systems, contributing to the game's distinctive aesthetic and overall polish.

Tom & Foolery's Tavern

NOVEMBER 2023

Technical Artist

- Developed character animations, visual effects, and particle systems using visual scripting, enhancing player feedback and immersion.
- Contributed to game design and core mechanics, with a focus on creating intuitive interactions for an alternative control scheme.
- Collaborated with another programmer to build custom editor tools that streamlined environmental art implementation and level assembly.