

ON KI HO

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Academic Background

Goldsmiths, University of London

BA Design

Sep 2023 – Jun 2026

Professional Experience

Production Assistant | Odeon Media

Jun 2025 – Aug 2025

- Designed bilingual movie pitch decks, marketing materials, and film posters, shaping visual narratives and presenting film concepts to investors and audiences.
- Collaborated directly with producers and marketing teams, adjusting graphic designs and visual layouts through multiple feedback rounds in a fast-paced production workflow.
- Participated in on-site filming sessions, gaining hands-on experience with how narrative, visuals, and technical constraints come together in a multidisciplinary pipeline.

Freelance Art Commissions

Jun 2020 – Present

- Created stylized illustrations and character designs for individual clients using Photoshop and Procreate.
- Managed and promoted commissions through my [Instagram account](#) (50k+ followers).

Game Design Experience

Game Designer, Environment Artist | GMTK Game Jam 2025 - Seafloor Revival

Jul 2025

- Collaborated with five developers to conceptualise and build a 2.5D base-builder game based on the theme Loop.
- Contributed to the design of the game setting, loop-based survival and player progression system, and core mechanics involving resource gathering, unit management, and base building.
- Created concept art to establish the game's colour palette and overall visual tone.
- Designed isometric tile assets and built the tilemap system in Unity to define player navigation.

Game Designer | Homesick Daydream

Mar 2025 – Jun 2025

- Designed a narrative-driven exploration game visualising the experience of growing up between cultures.
- Created environment art in three distinct visual styles to represent different cultural settings.
- Illustrated character sprites and animated walk cycles.
- Produced a polished [gameplay video](#) demonstrating UI layout, player interaction design, timed dialogue, and ambient sound design.

Game Designer | Her Room

May 2025 – Aug 2025

- Designed an interactive sticker game exploring cultural conflict and identity formation by placing and rearranging stickers to decorate a room.
- Illustrated the room environment and created 70+ custom sticker assets representing cultural everyday items, each designed to visualise a different aspect of the protagonist's identity.
- Produced a physical prototype using transparent PVC stickers and 250g coated paper.

Game Designer | Border Protocol

Sep 2025 – Nov 2025

- Designed a first-person border inspection game inspired by *Papers, Please*, shifting the core mechanic from document verification to judging applicants based on facial expressions and behaviour.
- Modelled different facial expressions in Character Creator 5 using blendshape sliders in the Facial Profile Editor, highlighting emotional cues and facial muscle deformation.
- Illustrated UI mockups, art assets, gameplay screens, and rendered the 3D face model in a pixel art style to communicate the full game concept.

Extracurricular Activities

House Captain of Badminton School (High School)

Mar 2022 - May 2023

- Elected as House Captain, leading 100+ students across Year 5 to Year 12 and organizing school-wide events such as House Song and House Dance.
- Represented the house in meetings with the school senior management and coordinated weekly meetings with students, fostering team spirit and collaboration across year groups.

Illustration Club Founder of Badminton School

Oct 2021 - Dec 2022

- Founded and led a weekly extracurricular Illustration Club for Years 8 & 9.
- Independently planned, resourced, and delivered engaging art sessions, encouraging students to explore their creativity through drawing. Mentored students in improving their techniques.

Skills

- Software:** Unity, Zbrush, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Adobe After Effects, Procreate, Figma, PowerPoint, Excel, Word