Ed Ho

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k edho-design.github.io

■ Profile

I am a paper artist and engineer that specializes in pop up design. I have been working with paper my whole life and have a passion for designing kinetic paper objects.

年 Education

2016 – 2020 University of Connecticut, Graphic Design Storrs, USA

Professional Experience

06/2018 - 08/2018	Animax Designs, Assembly Intern	Nashville,
	Assembled various amusement park animatronics. Solved	Tennessee
	design and assembly problems.	
09/2016 – 11/2016	Ballard Institute and Museum of Puppetry, Museum Assistant	Storrs,
	Set up museum displays and quest speaker live streams.	Connecticut

Skills

Paper Engineering	• • • •	Graphic Design	• • • • •
Adobe Illustrator, After	• • • • •	3D Modeling Rhino, Fusion	• • • • •
Effects, Photoshop		360, Blender	

AutoCAD • • • •

Notable Projects

Paper Violin

I designed and created a violin made from only paper and Popsicle sticks. I took measurements from a real violin, sketched my ideas on paper, drafted the plans in Fusion 360 and crafted the violin by hand. The project showcases my manual dexterity and design skills.

Pop Up Microphone

I designed a book cover that contains a pop up microphone. The pop up features mechanics I innovated that aren't found in typical pop up design books. The project showcases my 2D to 3D spatial awareness and ability to combine aesthetic and kinetic design.

Embossment Poster and Frame

I created a method to produce multi-level embossment. I then designed a poster of a popular character in Adobe Illustrator and produced the poster. I also designed a beveled frame made from paper to hold the poster. The project showcases my ingenuity and artistic ability.