

Ed Ho

📍 Connecticut, United States

📞 8608779728

in linkedin.com/in/imedho

✉ edhodesign@gmail.com

🖱 imedho.github.io

📷 instagram.com/imedho

📄 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.

🎓 Education

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

📁 Professional Experience

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

🧠 Skills

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

📁 Notable Projects

Paper Violin

I designed and created a playable violin from only paper and Popsicle sticks. My goal for this project was to show the world just how amazing paper can be. I wanted to push the boundaries of paper, making something seemingly impossible out of an extremely ordinary material.

Pop Up Boston Sidewalk

I designed a pop up replica of a building in Boston. I created my own unique system that allows for the user to feel zero friction when opening the pop up. While it is a subtle detail, this is the most important part for the user as it is what makes opening the pop up feel like magic.

Embossment Poster and Frame

I created a method to produce multi-level embossment that is both cheap and precise. It was important to me that the barrier to entry for the system was as low as possible. Traditional embossing is cumbersome and expensive, but with my system, people can now create any embossment they can imagine.