



Samantha CL Ho

Industrial Design and Technology

<http://saho.studio>

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Let's make something wonderful

Education

Carnegie Mellon University

BXA: Bachelors of
Engineering and Art in
Industrial Design and
Mechanical Engineering
minor: physical computing
expected May 2020

Skills

User-Centered Design
User Research
Agile Project Management
Hand-Sketching and Rendering
Rapid Physical Prototyping
Soft Goods Fabrication
Machining
Lasercutting/ 3D Printing

Adobe Creative Suite
Solidworks
MatLab
Creo Parametric
AutoCAD

Languages

English
Cantonese
html/js/cs
c++

Honors

Google Sponsored Winner

"Most likely to make tangible
and lasting change"
TartanHacks (feb 2017)

National Finalist

National YoungArts Week 2016

Experience

Warner Brothers | (summer 2017)

Consumer Product Development Intern

Developed new product and physical environment concepts incorporating technology and innovation to be used for Warner Brothers World in Dubai. Assisted in the design of assets for licensees to produce product for Warner Brother's Consumer Products.

Rochambeau X NIKELAB | (september 2017-current)

CAD Design Consultant

Operated within a small creative team remotely, translating concepts into visuals using sketching, rendering, and CAD modeling. Worked primarily in Solidworks to make components that were later 3D printed and assembled on Nike shoes for Rochambeau's collaboration with the brand.

Rochambeau X Yung Jake | (june 2017)

Physical UX Consultant

Designed and assembled the pop-up retail space for the streetwear brand's collaboration with rapper Yung Jake, to be launched at MADE LA. Incorporating both digital and physical experiences, the pop-up shop served experience working with a real-world, multidisciplinary, and collaborative design process.

PROVA Backpacks Product Launch | (spring 2017)

Product Designer

Lead the design of a modular backpack redesigned for utility and convenience. Evolving the traditional everyday backpack silhouette and form, designed from the ground up.

CMU College of Engineering | (nov 2016-current)

Teaching Assistant and Lab Attendant

Act as teaching aid in a sophomore level engineering course in addition to machining and making parts for graduate research. Also conducted web design and content updates for the engineering website.

Glenair | (summer 2016)

Product Engineering and Marketing Intern

Developed catalog pages, and sales drawings in Solidworks and Illustrator alongside mechanical engineers for the company.