

# Samantha CL Ho

Industrial Design and Technology

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## Education

### Carnegie Mellon University, 2020

BXA: Bachelors of Engineering  
Technology and Art

**Design + Engineering double  
minor: physical computing**

## Skills

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

Adobe Creative Suite  
Solidworks| SketchUp  
MatLab  
Fusion360

## Honors

### Google Selected Winner

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

### National Finalist

National YoungArts Week 2016

## Languages

French  
Cantonese

html/css/js  
python  
c++

## Experience

### Square Design Inc | (summer '18)

#### Experience Design Consultant

Help design physical environments through sketching and creating construction packets. Incorporating technology and visual storytelling, worked on a small team with varying fabrication methods, most notably on the Adidas P.O.D. system and American Express Experience.

### Warner Bros. | (summer '17 - may '18)

#### Consumer Product Development Intern

Develop innovative product concepts incorporating tech and innovation, practicing storytelling through integrative product development. Assist in creating digital experiences and visuals for an integrated AR ride for Warner Bros. World in Dubai.

### Rochambeau X NIKELAB | (sep '17-current)

#### Physical UX and CAD Design Consultant

Currently operating within a small creative team and working primarily to make components that are 3D printed and assembled on NIKE sneakers. Additionally, helped design and assemble pop-up retail space.

### Carnegie Institute of Technology | (nov '16-current)

#### Teaching Aide and Lab Attendant

Help teach a graduate level engineering course focused on design research and practice. Also conduct web design and content updates for the engineering website.

### Glenair | (summer '16)

#### Product Engineering and Marketing Intern

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