

Samantha CL Ho

design. technology. prototyping.

<http://saho.studio>

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education.

Carnegie Mellon University 2020

BXA: Industrial Design and Mechanical Engineering double minor: HCI and physical computing

skills.

Hardware Electronic Prototyping
AR/VR
Computational 3D Printing
Wood/Metal/Foam Fabrication
Hand-Sketching and Rendering
Rapid Physical Prototyping
Soft Goods Fabrication

Adobe Creative Suite
Solidworks / Fusion360
SketchUp
MatLab
Unity, C#

honors.

Google Selected Winner

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

National Finalist

National YoungArts Week 2016

languages.

Cantonese
French
c++
python
html/css/js

experience.

Deeplocal | (winter '20-current)

Integration Engineer

Working as the intersection between hardware and creative design developing proof of concepts for interactive installations.

Walt Disney Imagineering | (summer '19)

R&D Advanced Creative Technology Intern

Supported on-site prototypes through wiring, soldering, high-fidelity manufacturing. Worked heavily on an AR/VR pre-visualization tool, delivering digital concept visuals and 3D models.

Autodesk | (oct '18 - may '19)

Fusion 360 Catalyst

Autodesk sponsored research with additive printing and 3D embedded circuits in the context of footwear. Extended into computational research in CAD and fabrication.

saho L.L.C. | (summer '18 - current)

Experience Design Consultant via Square Design Inc.

Created physical environments through CAD and physical fabrication. Incorporating technology and visual storytelling, worked with clientele, most notably on the Adidas P.O.D. system and American Express Experience

Computational Engineering and Robotics Lab

Researcher | (fall 2016-current)

Leading research on user-centered computational 3D printing for shoes. Additionally providing design support in a graduate biomedical engineering lab.

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

Consumer Product Development Intern

Developed innovative product concepts incorporating tech and innovation, practicing storytelling through integrative product development. Created graphics and visuals that complied with brand guidelines for licensees.