

timho

Timothy Y. Ho

Industrial Designer | Prototype Specialist
Los Angeles

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www.timho.studio

EDUCATION

ArtCenter College of Design

Bachelor of Science: Product Design | 12.2022

California State University Long Beach

Bachelor of Science: MIS | 12.2011

SKILLS

Design

Visual Communication, Concept Development, Sketching, Storyboarding, Rapid Prototyping, Digital Rendering, User Experience, Information Architecture, Graphic Design, CMF

Software & Digital Modeling

- CAD: NX, SolidWorks, Fusion 360, Rhino, CLO3D, Blender
- Rendering and Graphics: KeyShot, Photoshop, Illustrator, InDesign, Corel
- UI/UX: Sketch, Figma, Adobe XD

Fabrication & Hardware

CNC Machining, Additive Manufacturing, Composite Fabrication, Automotive Painting, Surface Finishing, Metalwork

EXPERIENCE

Club Kuma | Santa Monica, CA

Industrial Designer & Prototype Specialist | 01.2024 - Present

- Communicated new product concepts through efficient ideation sketching, photo-realistic renderings, and prototypes
- Led real-time prototype tracking systems, increasing project visibility and improving completion rates
- Evaluated, analyzed, and made recommendations for product cost, feature, and functionality improvements
- Collaborated with engineers and cross-functional teams to optimize additive manufacturing workflows, reducing turnaround times and material waste
- Utilized manufacturing expertise to refine designs, reducing the number of off-tool samples for drawn aluminum, injection, and blow-molded components

Primer Studios | Los Angeles, CA

Freelance Industrial Designer | 08.2023 - 01.2024

- Created and conceptualized product prototypes, presentations, storyboards, and decks with a focus on design
- Conducted thorough analysis of category-specific seasonal trends and competitors through comprehensive research
- Installed, calibrated, and maintained on-site production equipment in support of day-to-day operations
- Communicated design function and form language using illustrations and product references for brainstorming
- Created detailed renderings to provide studio and client CMF options using visual software: KeyShot and Adobe Photoshop
- Designed with SolidWorks to create audio equipment housing and assembled electrical components for functional prototypes
- Prototyped Primer Artifact's JLTV, Ta:kin—a professional grade 1:5 scaled RC vehicle—and solved manufacturing obstacles for mass production and earlier launch date

SpaceX | Hawthorne, CA

Industrial Design Intern | 05.2023 - 08.2023

- Designed astronaut-centric hardware for Crew Dragon and Starship for missions Polaris Dawn and dearMoon respectively
- Developed innovative mechanisms addressing challenges encountered within existing production systems and products
- Created concepts and products for forthcoming projects, furthering the company's mission of sending people to Mars
- Utilized Siemens NX to create digital models and delivered KeyShot renderings to improve and continue design directions
- Cultivated relationships with vendors, resulting in higher priority and expedited production of components and assemblies

ADDITIONAL EXPERIENCE

Dell EMC | San Diego, CA

Customer Engineer | 09.2012 - 12.2016

- Product specialist with: Celerra, CLARiiON, VNX, VNX MCx
- Proficient with: Avamar, Data Domain, Isilon, XtremIO, VMAX
- Proficient with: Brocade and Cisco director-class switches