Leslie Ho

Los Angeles, CA
leslieallisonho@gmail.com

Designer and technologist with a background in business operations and supply chain. Specializing in systems, speculation, and prototyping.

WORK EXPERIENCE

Kaiber.AI
UX Design Intern
June 2023 - Current
✧ Crafting functional prototypes and wireframes optimized for usability testing and research validation
✧ Developing new systems of interaction to coincide with emergent AI research
✧ Creating design systems and ensuring parity between web, mobile web, and mobile

Formation
Product Designer
June 2019 - May 2020
✧ Building design systems and developing the design language of the early stage mobile application
✧ Working closely with engineers to develop an educational mobile application

Amazon.com
Area Manager
June 2017 - December 2018
✧ Outbound Manager, QA Manager: managing teams of 15-50

RESEARCH EXPERIENCE

Durational Recollections Camera
Thesis
Fall 2023 - Spring 2024
Developing a full body of research around memory and slow media resulting in a functioning prototype that engages with questions around the digital interface, methods of preserving memory, and hyperreal constructs

EcoImaginaries: Grad Concept Studio 3
Teaching Assistant
Spring 2024

Intel Sponsored Project: Imaginaries of Work
Grad Research Assistant
April 2022 - June 2022
Researching and developing speculative work scenarios that integrate collaborative working environments

Sampler
Grad Research Assistant
April 2023 - June 2023
Creating a system of organization that compiles research samples from previous cohorts of Sampler prototypes

Nonuments
Grad Research Assistant
April 2022, April 2023
Ideating and prototyping various forms of physical exhibitions involving the mingling between the physical and the virtual

EDUCATION

ArtCenter College of Design
MFA in Media Design Practices
Graduation with Distinction
Spring 2024

University of California, Riverside
BA in Business Administration; Operations and Supply Chain
Spring 2017

SKILLS

Prototyping, Speculative Research, Systems Design

TOOLS

Figma, Cinema4D, Unity, Arduino, Processing

LANGUAGES
C#, JS, C++