

EDUCATION

Georgia Tech

Atlanta, GA, USA, 2018–2020

MS in Human-Computer Interaction
(Expected May 2020), GPA 4.00/4

Chulalongkorn University

Bangkok, Thailand, 2013–2017

BEng in Computer Engineering
with 1st-Class Honors, GPA 3.99/4

SKILLS

UX Design

Interaction Design	Prototyping
Visual Design	Wireframes
Service Design	Figma
User Journeys	Sketch
Design Systems	Principle
Adobe XD/Ps/Ai/Ae	Protopie

Physical Prototyping

3D Printing	Arduino
Laser Cutting	SolidWorks
Foam Models	Sensors

UX Research

Usability Testing	Interviews
Heuristic Evaluation	Surveys
Contextual Inquiry	Personas

Development

Interactive Apps	Web & More
Processing/p5.js	HTML/CSS
Unity	JavaScript
Unreal Engine	Vue.js, D3.js
OpenFrameworks	Node.js
OpenCV	Python

EXPERIENCE

Google / UX Engineer Intern, Design

Mountain View, CA, USA, 2019

Proposed novel interaction techniques for Google's future wearable hardware to improve user experience under challenging form factors, built working prototypes, and conducted user testing to evaluate those designs.

bit.studio /

Interactive Applications Technologist (2017–2018)

Interactive Applications Developer Intern (2016)

Bangkok, Thailand, 2016–2018

Ideated and developed over 10 interactive installations to help brands engage with their customers through delightful experiences enabled by technologies such as motion capture, projection mapping, computer vision, and augmented reality.

Self-Employed / UX/UI Designer & Developer

Bangkok, Thailand, 2014–2017

Designed and developed over 15 web applications and interactive experiences, involving technologies such as virtual reality, for clients in a wide range of domains including non-profits, real estate, and universities.

SELECTED PROJECTS

3D CAD in Mixed Reality / UX Designer, VR Prototyper, & UX Researcher

Designed and prototyped a 3D Computer-Aided Design (CAD) tool aiming at making the CAD modeling process easier to learn and more efficient for product designers and enthusiasts by leveraging the 3D nature of the mixed reality platform.

Focus Brands Business Intelligence Tool / UX Designer & UX Researcher

Redesigned the web-based enterprise data dashboard using user-centered design methods and proposed features aiming at streamlining the workflow for employees of Focus Brands, the franchiser of brands such as Auntie Anne's and Jamba Juice.

ACHIEVEMENTS

Fulbright Thai Graduate Scholarship / US Dept. of State & Fulbright Thailand

2nd Place, People's Choice Award / GVV Research Showcase, Georgia Tech

2nd Prize, Assistive Technology / National Software Contest, Thailand

Best Teamwork, Design Category / Young Webmaster Camp, Thailand