

# Thanawit “Taè” Prasongpongchai

## Interaction Design / User Experience / Interactive Technology

Actively looking for an internship in UX design for Summer 2019 (May–August)

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### SUMMARY

- Fulbright-awarded master’s student in Human-Computer Interaction at Georgia Tech.
- Specialized in the design and development of **interactive experiences** involving emerging technologies such as VR/AR and motion sensors. Also experienced with websites and apps.

### WORK EXPERIENCE

**Interactive Applications Technologist** 2017–2018  
**Software Developer Intern** May–July 2016  
*bit.studio*

- **Ideated** and **developed** software for over 10 interactive installation projects to **delight** users and help various clients **engage** more with their customers.
- **Contributed** towards a wide range of user-facing projects including projection mapping, web AR, game kiosk, etc. and also **improved** internal tools to ease the workflows of other employees.

**UI Designer and Front-end Developer** 2014–2017  
*Self-Employed*

- **Designed** and **developed** at least 14 web applications and several interactive experiences involving technologies such as VR and motion sensors.
- **Worked** on a variety of domains ranging from a website for a non-profit, a sports event website, to a university commencement registration system with over 10,000 users a year.

### SELECTED PROJECTS

**Interaction Designer, VR Developer** June–Oct 2017  
*Home Buyers 360° VR Tour*

- **Analyzed** the requirements then **designed** and **built** a VR experience in which users can **virtually visit** houses and condos available for sale without the hassle of traveling.
- **Exhibited** in a major annual housing expo in Thailand.

**UX Designer, UX Researcher** Sept–Dec 2018  
*Focus Brands Business Intelligence (BI) Tool Redesign*

- **Identified** user needs and pain points related to the BI tool through multiple user research methods.
- **Worked** closely with Focus Brands to **redesign** the tool by proposing features aiming at **streamlining** the data-informed workflow of Focus Brands’ employees.

### EDUCATION

**Georgia Tech** 2018–May 2020  
*MS in Human-Computer Interaction*  
Atlanta, GA, USA GPA 4.00/4

**Chulalongkorn University** 2013–2017  
*BEng in Computer Engineering*  
*with 1st-Class Honors*  
Bangkok, Thailand GPA 3.99/4 (top 3%)

### SKILLS

#### UX Design

Wireframes, Interactive Prototypes, Visual Design, Storyboarding, UI Animations, Adobe XD/Ps/Ai, Prototipe

#### Physical Prototyping

Foam Models, CAD (SolidWorks), Interactive Models, Laser Cutting, 3D Printing, Arduino

#### UX Research

Interviews, Surveys, Contextual Inquiry, Personas, Affinity Mapping, Usability Testing, Heuristic Evaluation

#### Development (Interactive Apps & Web Apps)

Unity, VR/AR, Cinder (C++), Unreal Engine, OpenCV, p5.js, WebGL (THREE.js), Depth & Motion Sensors, HTML/CSS/JS, Vue.js, Node.js, Android, Python

### ACHIEVEMENTS

**Fulbright Thai Graduate Scholarship**  
Fulbright Thailand

**Thailand Representative Team**  
Global Student Innovation Challenge for Assistive Technology (gSIC-AT), Japan

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

**Best Teamwork, Web Design Category**  
Young Webmaster Camp, Thailand