

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