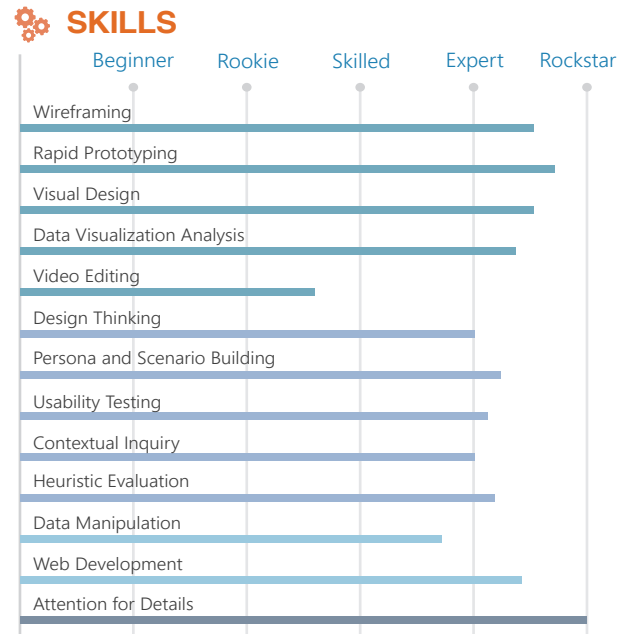
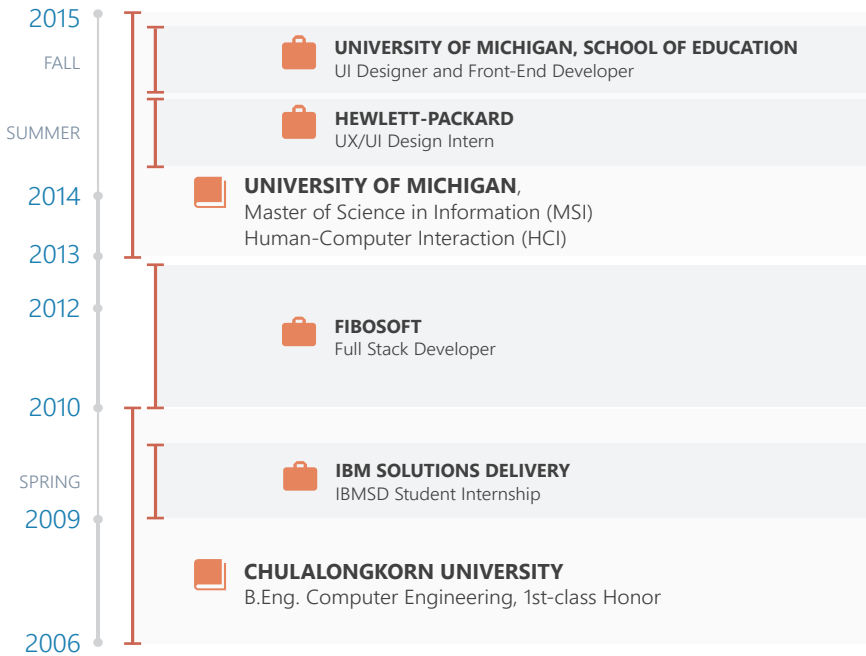




FLASH

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PROJECTS

- 2014 FALL CEDER, Policy & Practice Blog Design**
 Role: UI Designer & Front-End Developer
 - Designed, and prototyped user interface of two blogs for School of Education's major projects
- 2014 SUMMER Video Capturing Tool for HP Sprout**
 Role: UX/UI Designer
 Mentor: Morillo, Jordi
 - Designed, and prototyped a video capturing tool for HP Sprout, an immersive computing environment
 - Researched usability of HP Sprout, observed user interactions with the machine to identify limitations
 - Delineated user interface flows for HP Sprout settings tool
- 2014 WINTER NavAble, A Navigator for Disabled**
 Role: UX Researcher & Designer, Interactive Prototyper
 Mentor: Prof. Newman, M.
 - Organized informative interviews, diary studies, user enactments to understand the underlying problems.
 - Designed and prototyped an application on smartwatch for conducting usability testing
- 2014 WINTER Snapsure Research**
 Role: UX Researcher
 Mentor: Prof. Pal, J.
 - Conducted a series of UX research to uncover insight that helped Snapsure reflect on their current situation, and to recommend their future approach
- 2013 FALL Groupous, A Topic-Based Group Instant Messenger**
 Role: Interaction Designer, Visual Designer
 Mentor: Prof. Klasnja, P.
 - Ideated to solve long-distance relationship problems, developed sketches and scenarios to help visualize ideas
 - Prototyped a topic-based group instant messenger application
- 2013 FALL The Carr Center**
 Role: Design Researcher
 Mentor: Sydenham, Katherine
 - Analyzed how the Carr Center staff collected and stored information about members, donors, and visitors
 - Conducted a series of interviews to determine the workflow, made suggestions on what could be changed
 - Utilized Holtzblatt et al's Rapid Contextual Inquiry as a primary source for structuring

DESIGN & TOOLS

- Adobe Suite: Ps, Ai, Id, Fl, Ae, Pr
- Axure
- HTML / CSS
- Balsamiq
- OmniGraffle

RESEARCH

- SPSS,
- iPython-Notebook
- Scikit-Learn

LANGUAGE

- English
- Thai

PROGRAMMING

JavaScript, d3, HTML/CSS, LESS, SASS, Node.js, Java, Python, C#/C++, Django, PHP, Git, SQL, Backbone.js, Famo.us, MongoDB, Bower, GruntJS, RequireJS, AngularJS

RELEVANT COURSES

- Information Visualization
- Information Architecture
- Design Process Model
- Graphic Design
- Pervasive Interaction Design
- Evaluation of Systems and Services
- Introduction to Interaction Design
- Contextual Inquiry
- Fundamental of Human Behavior
- Computer Animation
- Design for Engagement
- Marketing Analytics
- Algorithm
- Creative Thinking
- Software Engineering