Pongsakorn Jansanit

UX/UI Designer

My Portfolio
bigzee.vercel.app

EXPERIENCE

LINE MAN Wongnai [Internship]   JUN / JULY 2025   2 months

- **Designed and implemented a timestamp system for inbox message** Helped users track promo message validity by clarifying message templates and adding a systematic timestamp.
- **Integrated Siri Shortcuts into the food ordering flow** Enabled quick re-orders for frequent customers by reducing steps in the ordering process.
- **Redesigned the Favorite Restaurants page for better usability** Added sorting, filtering, and collection features while aligning with development and business constraints.

Thai Honda Career [Outsource]   APR / MAY 2025   2 months

- **Created a career website from scratch as the solo designer** Built the design system, components, and multiple UI prototypes for client review and selection.

ttb spark [Internship]   JUN / DEC 2024   7 months

- **Designed a tiered loyalty rewards program** Boosted user engagement and acquisition through research, competitive analysis, LottieFiles badge animations, and structured IA with user flows.
- **Optimized Figma prototypes for smoother usability testing** Used variables to reduce actions, components, and file size while maintaining UI and animation quality.
- **Conducted usability testing in collaboration with Human8** Recruited 25–30 users, gathered insights, and identified minor friction points while confirming overall positive user experiences.

3D Modeler [Freelance]   JAN 2022 / DEC 2023   [Google Drive]

- **Product Advertising** Created 3D models and renders for skincare products like creams and serums.
- **Exterior Design** Designed 3D visuals for residential housing projects and hotels for marketing and presentations.

PROJECTS

Monster Smith [Senior Project]   JUNE 2024 / JUNE 2025   [Behance] [GitHub]

UX/UI Designer, Graphic Design, 3D Modeler, Unreal Engine Developer

- ⚙ **Award Winner** Received the popular vote in the university project competition.
- **Developed a hybrid-genre PC game in UE5** Created a single-player game blending Action-Adventure and Resource Management genres.
Designed UX/UI, produced graphics and 3D models, and implemented gameplay features using Unreal Engine 5.4.

Goal Up [HCI Project]   FEB / MAY 2024   [Notion]

UX/UI Designer & Project Planner

- **Designed and tested a goal-tracking mobile app** Led project planning and UX/UI design, created interactive prototypes, and conducted usability testing to refine the reward-based system for boosting user motivation.

ModX KMUTT Bookstore [3rd Year]   SEP / DEC 2023   [Behance] [GitHub]

UX/UI Designer & Front-end Developer at React

- **Designed and developed a responsive web platform** Created the full website with a focus on usability and visual consistency, and built Login and Register pages using React for smooth user authentication.

EDUCATION

KING MONGKUT'S UNIVERSITY OF TECHNOLOGY THONBURI (KMUTT)   / 2021 – 2025

Bachelor of Computer Engineering
GPAX 3.12

SKILLS

User Experience	User Interface
Design Thinking	Visual Hierarchy
Wireframing	Prototyping
Persona	Design Tokens
Information Architecture	Design Systems
Requirements Gathering	Style Guidelines
User Flows	Responsive Design
A/B Testing	Color Theory
Usability Testing	Typography
UX Metrics & KPI Analysis	Vector Drawing
User Interviews	Illustration & Artwork Creation
	Iconography

Programming	Software
C	Figma
JavaScript	LottieFiles
TypeScript	Adobe XD
Python	Adobe Photoshop
React	VS Code / Cursor
HTML	Git / GitHub
CSS	Blender
Java	Unreal Engine 5

CONTACT

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CERTIFICATES

Coursera   [Link]
Foundations of User Experience (UX) design

Uxcel
UX Design Foundation
UX Research
Common Design Patterns