



Work Experience

11/2024	Freelance Contributor Opopolo Studio, Stockholm, Sweden
10/2024 03/2025	Unreal Developer & Designer Intern FellowBot, Stockholm, Sweden
06/2024 07/2024	XR Creative Developer Volunteer Awen Emotions, London
03/2017 06/2023	Design Director, Founder Hulo Design Studio
09/2016 02/2017	Graphic Designer Ice9 Interactive, Dhaka
06/2014 08/2014	Graphic Designer Trainee Mullen Lowe Lintus of Thailand
07/2012 09/2012	Graphic Designer Trainee Therap - A Software Company

Education

08/2023 04/2025	XR Creative Developer Hyper Island, Stockholm
06/2009 06/2016	Bachelor in Visual Communication Arts The Assumption University of Thailand

Additional Activities

2025	Launching XR archive, <u>Spatial Patterns</u> Archive for XR design patterns	2024	XR-AI Hackathon Participating with a mixed reality product
2025	Google Maps API Hackathon Participating with an WebXR Product	2023	Canva Workshop - Design System for Brand A Designed a workshop for the Pathao
2025	Guest Lecturer at Hyper Island, Stockholm, Sweden. (2 days)	2021	Speaker at Pixel'n Product A Design talk organized by Pathao, Dhaka
2024	Mentor at <u>XR Design Challenge</u> A global XR hackathon by Immersive Insiders; sponsored by Google, Meta and ShapeXR	2017 2019	Solo Art Exhibitions Nordic Club, Dhaka
2024	Unity Developer Volunteer at project: <u>Virtual Serenity</u> Berlin, Germany	2019	O-Design Magazine Launched online design magazine in Dhaka
2024	Group Art Exhibition Odyssey, Stockholm, Sweden	2019	Design Trainer Aaka, an after school for design workshops
2024	2 days Workshop on Generative Art and Interaction Design at Nackademin	2017	Visual Artist nGrid, a interactive installation studio
2024	Co-facilitator at Hyper for Way Week A week long on-boarding facilitation for new students at Hyper Island	2017	Other Group Exhibitions HerStory, MilkShake, MindMatter Dhaka
		2017	Panel Speaker at Dhaka Lit Fest

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Professional Summary

Highlight of my career has been working as a designer in a XR firm and working as a Design Director in my own Design Studio. Accumulated 15+ years of experience in identity design, graphic design, print media, design strategy, client relationship, team lead etc. Acquired expertise in developing concepts, UI/UX, WebXR, programming in JS, Three.js, C#, C++, Arduino IDE, XR (VR//MR) development, 3D design, generative art and creating token based design system in the last 3 years - combining all my skill and knowledge now I choose to do design engineering in the immersive space and pursuing works related to XR to take the technology one step further.

Currently building functional webXR products and an XR archive - Spatial Patterns alongside freelance works.