

CHANODOM UTSAHAJIT

CONTACT INFORMATION

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📱 CHANODOM-UTSAHAJIT.COM

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1 DEE ROAD
RICHMOND, UK
TW9 2JN

SKILLSET

- 🎨 UX / UI DESIGN
- 🏠 SERVICE DESIGN
- ✂️ GRAPHIC DESIGN
- 💡 BUSINESS INNOVATION
- 💻 FRONT-END WEB DEVELOPMENT

TOOLKITS

VISUAL DESIGN

- Ps PHOTOSHOP █████
- Ai ILLUSTRATOR ██████████
- Ae AFTER EFFECTS █████

RAPID PROTOTYPING

- Xd EXPERIENCE DESIGN ██████████
- 🎒 SKETCH █████
- in INVISION █████
- 🎮 UNITY 3D █████
- WEB HTML5 + CSS3 + JS █████

USABILITY TESTING

- tobii TOBII EYE TRACKING █████
- M MORAE █████

LANGUAGES

- THAI MOTHER-TONGUE
- ENGLISH FLUENT
- JAPANESE BEGINNER

INTERESTS

- 🕶 VIRTUAL & AUGMENTED REALITY
- 🎮 GAME DEVELOPMENT
- 🏊 TRAVEL & EXPLORATION
- 🏃 EXTREME SPORTS & TRIATHLON

ABOUT ME

I am a recent graduate in the field of UX design, Business, and Technology with an experience and passion for designing and innovating digital experiences using state-of-the-art technology and methodologies. Additionally, my proficiency in visualisation allows me to perform creative tasks, as well as to collaborate and communicate ideas at ease through illustrations and infographics.

EXPERIENCE

VIKER (FEB 2018 - APR 2018)
UX/CREATIVE INTERN

Involved directly in hypercasual mobile game developments, assisting in user experience design process and graphical assets creation. Created early Unity-based prototypes, UA videos and App Store contents for published games.

PRECISION PRINTING (OCT 2016 - JAN 2017)
CREATIVE INTERN

In charge of the production of graphical materials for blogs, and the visual redesign of customer artwork guideline documents for the purpose of better comprehension and modernisation.

PwC UK (JUN 2016 - AUG 2016)
CONSULTING INTERN

Acted as a visual UX designer for 'Startup Journey' project, responsible for potential customer research and analysis, and prototyping which includes UI redesign wireframing and introductory video production.

CYBERPRINT GROUP (JUN 2015 - AUG 2015)
CONSULTING INTERN

Assisted in the company's adoption of digital printing. Further led the planning of personalised promotional offerings and print prototyping for Mother's Day and National Book Exhibition Week.

CHOMASOFT (JUN 2014 - JAN 2016)
CO-FOUNDER

Acted as a co-project manager for the mobile game development of 'Rubber Dash Story'. Experimented with Scrum to lead the development process. Involved in the UI and gameplay concept ideation process, and minor front-end code edits.

SAMAGGI SAMAGOM (SEP 2013 - JUL 2014)
MEDIA CREATOR VOLUNTEER

Responsible for the production of advertisement materials such as posters and videos for charity and public events. Co-produced promotional video for Samaggi Concert feat. LIPTA and social media posters for Samaggi Games 2014.

EDUCATION

USER EXPERIENCE DESIGN (UXD) (2017 - 2018)
KINGSTON UNIVERSITY LONDON

User Research, Customer Journeys & Personas, Wireframing, Rapid Prototyping, Usability Testing, Design Thinking, Digital Studio Practice (++)

INNOVATION, ENTREPRENEURSHIP & MANAGEMENT (IEM) (2015 - 2016)
IMPERIAL COLLEGE BUSINESS SCHOOL

Business Economics, Organisational Behavior & HR Management, Project & Strategic Management, Design & Innovation Management, Agile, International Marketing (++)

COMPUTER SCIENCE WITH INTELLIGENT SYSTEMS (2012 - 2015)
KING'S COLLEGE LONDON

Introductory Artificial Intelligent, Introductory Robotics, Computing Foundations, Object-Oriented Programming, Computer Vision (++)

KEY LEARNINGS



Wireframing & Interactive Prototyping



Information Architecture & Typography



Qualitative Research & Media Prototyping



Business Model Innovation



Agile Project Management



Team Building & Collaborating Under Pressure



MERIT

Dissertation: "Service Redesign to transform CyberPrint Group, a Printing Corporate, towards Digital World"



MERIT

Dissertation: "How to create & launch a Disruptive Innovation from within an Established Corporation?"



2:1



KCL ENGINEERING SOCIETY CENTENARY PRIZE

Dissertation: "How Visual Richness in a Virtual Reality Environment affects the Interaction Performance of Users?"