

# CHANANAN LIKITSARAWIT

UX/UI Designer

## EXPERIENCES

2022

- **UX/UI Designer Internship at Botio**

Responsibilities

- Understand and design wireframes and prototypes according to requirements of business
- Enhances UX/UI in our web platform according to the business direction and future marketing trends
- Develop wireframes and prototypes around customer needs
- Design all elements on the web platform
- Find creative ways to solve UX problems (e.g. usability)

2021

- **INT222 Integrated Project II**

Responsibilities

- Design all UI pages according to requirements to support all devices by using Figma
- Web development (front-end) by using Vue.js and Tailwind CSS
- Manage and design roadmap development for teams

2020

- **Hello World Dolphin 2020**

Responsibilities

- Head of the web design team for teaching IT students year one about web design such as web elements, UX/UI, design system, etc.
- Group advisor takes care and giving counsel teams on making projects
- Design web PR by using Figma to promote the project
- Other design eg. logo, sticker, some element on web
- Communicate design ideas and prototypes to developers

2019

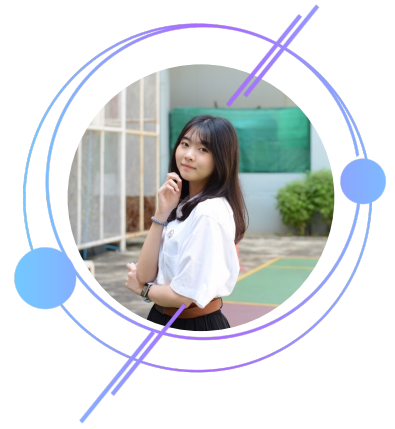
- **WIP Camp #12**

Responsibilities

- Design web PR by using Figma
- Communicate design ideas and prototypes to developers (Because of Covid-19, this camp has been canceled.)

## ONLINE PORTFOLIO

<https://chananananu.github.io/>



## CONTACT

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## EDUCATION

2016 - 2019

**Mathematics-Science Program**

Bangmod Wittaya School

2019 - Present

**Bachelor of Science in Information Technology**

King Mongkut's University of Technology Thonburi

## SKILLS

**UX/UI Tools**

- Figma : Advance
- Adobe XD : Advance
- Adobe Photoshop : Advance
- Adobe Illustrator : Beginner

**Programming Languages**

- HTML : Advance
- CSS : Advance
- JavaScript : Beginner
- Vue.js : Beginner