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 ||**
  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
Bechelor 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