



# Tharit Tothong

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## awards

### Maker Faire 2013

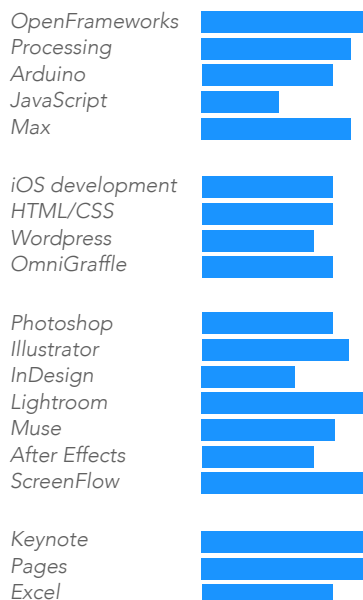
Fuse VJ  
Editor's Choice

### Parsons The New School For Design Department Scholarship

**The Association of Siamese  
Architects Annual competition 2011**  
Soi (Urban Mince)  
3rd prize,  
exhibited in ASA week 2011

**The Association of Siamese  
Architects Annual competition 2010  
for Venice Biennale**  
Hom (Urban Blanket)  
8 Finalist,  
exhibited in ASA week 2010  
**Part of Thailandia Exhibition in  
Venice Biennale 2010**

## technology proficiency



Tharit is a New York based designer. Originally from Bangkok, Thailand. He is available for full-time or freelance opportunities in creative coding, UI/UX design, and interaction/game design. Tharit is strong in conceptual thinking and practical execution. He believes that good design is like well-played game. It brings people together. It is meaningful, and fun.

## education

### Parsons The New School for Design

MFA Candidate 2013 in Design and Technology

AUG 2011 - MAY 2013

### Chulalongkorn University

B.Arch in Interior Architecture

JUN 2004 - MAR 2009

## experience

### iGiveMore UI/UX design | Front-end development

MAY 2012 - DEC 2013

- ◆ conducted product prototyping and user testing;
- ◆ led wireframes, information architecture, and data visualization;
- ◆ collected brand information and researched competitors' profiles.

### Yesyesno Part-time Creative Technologist

JUN 2013 - OCT 2013

- ◆ prototyping interactive LED glass panel for client's store mockup;
- ◆ outlining information architecture and prototype for in-store touchscreen;
- ◆ utilizing computer vision and physic simulation for interactive store window.

### Tangerhyne Siam Popup Card Co-founder

AUG 2009 - AUG 2011

- ◆ conceptualized branding and collaborated in product design;
- ◆ in charged of production management and marketing;
- ◆ managed social network public relation.

### Digitopolis Studio Game design intern

MAY 2009 - JUL 2009

- ◆ ideated concepts for new iPhone game;
- ◆ assisted developers and designers in UI/UX design for iPhone app;
- ◆ conducted beta testing and level design.

### P Interior and Associates Interior design intern

MAR 2008 - MAY 2008

- ◆ brainstormed on interior concepts for *Major Cinema Multiplex* projects;
- ◆ compiled researches and design concepts for pitched project presentations;
- ◆ developed and refined architectural construction drawings.

### a day Magazine Editorial intern | a day junior 4

MAR 2007 - MAY 2007

- ◆ conceptualized, wrote and edited main column of vol.82;
- ◆ contributed *Draft 'til Done* column in vol.80-82;
- ◆ conducted interviews and researches in varieties of contents.

## design skills

### Conceptual design

- ◆ conceive brief and conduct brainstorm session;
- ◆ research and analyze relationships between content and medium;
- ◆ brainstorm on possible narratives that fit to the system.

### Hand drawn sketch

- ◆ visualize concept diagrams for ideation process;
- ◆ wireframe and layout information architecture;
- ◆ illustrate human spatial behavior.

### Rapid prototyping

- ◆ create paper prototype for testing user experience;
- ◆ build interactive physical computing for proof of concept prototype;
- ◆ conduct user testing session.