



Tharit Tothong

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awards

Prototyping bootcamp with Columbia University's EDesign Lab and 4.0 School
Participating Technologist

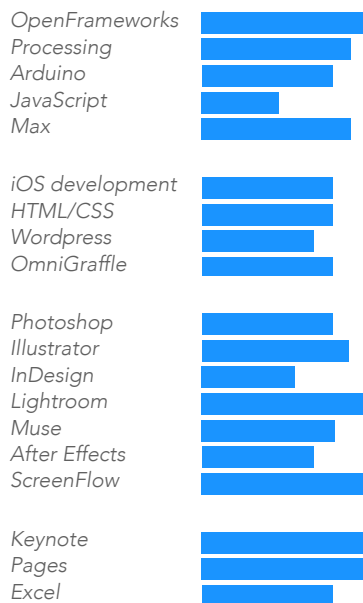
Maker Faire 2013
Fuse VJ

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



Firm is a New York-based creative technologist. He is actively looking for collaborating opportunity in new media arts project, opensource education, and interaction/game design. Firm is strong in both conceptual thinking and practical execution. He believes that good work is like well-played game. It brings people together. It is meaningful, and fun.

education

Parsons The New School for Design
MFA Design and Technology
AUG 2011 - MAY 2013
Chulalongkorn University
B.Arch Interior Architecture
JUN 2004 - MAR 2009

experience

openFrameworks workshop meetup Co-host and organizer
MAR 2014 - PRESENT
♦ manage and engage with community;
♦ strategize workshop contents;
♦ teach and co-teaching workshop

Mice & Maze studio Game Designer and Technologist
FEB 2014 - PRESENT
♦ design for iOS games, outlining system and experience;
♦ create rapid game prototype both digital and analog;
♦ run play testing sessions

Yesyesno Part-time Creative Technologist
JUN 2013 - PRESENT
♦ design and develop user interface for touchscreen apps, custom devices and iOS;
♦ outlining information architecture and front end prototyping;
♦ utilizing computer vision and physic simulation for interactive store window.

iGiveMore UI/UX design | Front-end development
MAY 2012 - DEC 2013
♦ conducted product prototyping and user testing;
♦ led wireframing, outlining information architecture and data visualization;
♦ collected brand information and researched competitors' profiles.

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.

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;
♦ efficiently build interactive apps/interactive environment for proof of concept prototype;
♦ conduct user playtesting session.