Factsheet

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Description

Tharit 'firmread' Tothong is an artist, creative technologist, and game designer dedicated to exploring politics in play, new interfaces for expression, and opensource education.

History

Bangkok to New York

After Tharit 'firmread' Tothong graduated from Architecture school in Bangkok, he participated in several new media workshops and collaborated with leading artists in Bangkok new media arts scene, such as Koichi Shimizu and Joe Nattapol Suphawong, while also explore intersection of architecture and new media through conceptual design pieces. His worked was exhibited in Thailandia in Venice Biennale 2010 and featured in Association of Siamese Architect's Expo for three years in a row. Before he decided to pursuit further exploration in this field and moved to New York in 2011.

New York, New York

He started his first step in new media art scene in New York by joined Parsons The New School For Design for MFA in Design and Technology. There he start making games and contributed extensively in opensource communities, such as a C++ frameworks called OpenFrameworks, and educational opensource translation of Nature of Code book by Daniel Shiffman. He also worked with tech start up companies to develop new tools for non-profit organizations at iGiveMore and exploring future of education at 4.0 Schools.

Now he is collaborating with Zach Lieberman, a co-founder of OpenFrameworks on opensource drawing tool for iPad that explores the future intersection of drawing and computational devices. While also working on iPad game with his friend at Mice And Maze studio.

Awards & Recognition

- "Maker Faire, New York 2013" - *Editor's Choice*
- "Thailandia Pavilion in Venice Biennale 2010" - *Featured in the Exhibition*
- "The Association of Siamese Architects Annual Concept Design Competition 2011" - *3rd prize, exhibited in ASA week 2011*
- "The Association of Siamese Architects Annual Concept Design Competition 2010" - *8 finalists, exhibited in ASA week 2010*
- "The Association of Siamese Architects Annual Concept Design Competition 2009" - *Honorable Mention, exhibited in ASA week 2009*
- "Ploy-Saeng Exhibition 4, Thailand Creative and Design Center" - *Featured in the Exhibition*

Additional Links

Github Profile
Check out my opensource projects and repos on github.com/firmread

Nature of Code OpenFrameworks Edition
My contribution on conputational translation of opensource education project, Nature of Code github.com/firmread/NatureOfCode

Protyping Bootcamp
Participating in 3 months long program as technologist to help educator realize future of education, hosted by 4.0 School and Columbia University's EDesign labs edesignlabs.org.

Mice and Maze
Collaborating on various game and playful projects http://www.miceandmaze.com.

YesYesNo LLC
Collaborating on creative technologist works http://www.yesyesno.com.

iGiveMore Inc
Worked on front end development and UI/UX design http://igivemore.org.

Team & Repeating Collaborators

Zach Lieberman
Artist, Mentor, Educator

Paul Cheng
Game Designer, Developer

Nitcha Tothong
Designer, Animator

Monthon Paoaron
Architect

Tharadol Panburana
Producer, Animator

Contact

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