



Tharit Tothong

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awards

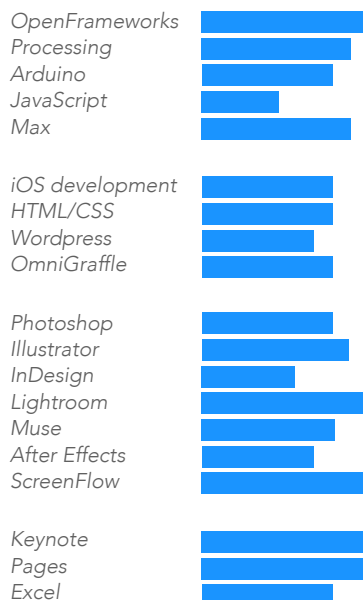
Maker Faire 2013
Fuse VJ
Editor's Choice

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 - PRESENT
◆ 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 - PRESENT
◆ 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.