



Tharit Tothong

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awards

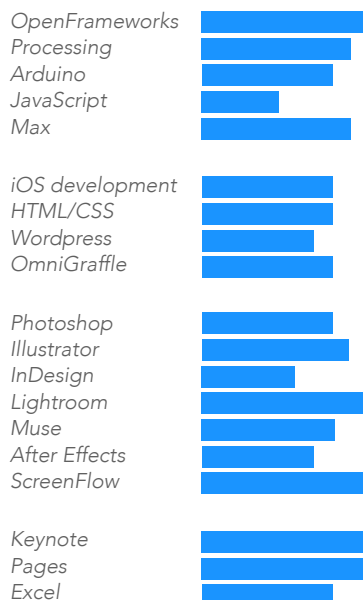
Maker Faire 2013
Fuse VJ
Editor's Choice

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 creative technologist. He is actively looking for collaborating opportunity in new media arts project, opensource education, and interaction/game design. Tharit 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

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.

P Interior and Associates Interior design intern

MAR 2008 - MAY 2008

- ◆ brainstormed on interior concepts for several theater design 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;
- ◆ efficiently build interactive apps/interactive environment for proof of concept prototype;
- ◆ conduct user playtesting session.