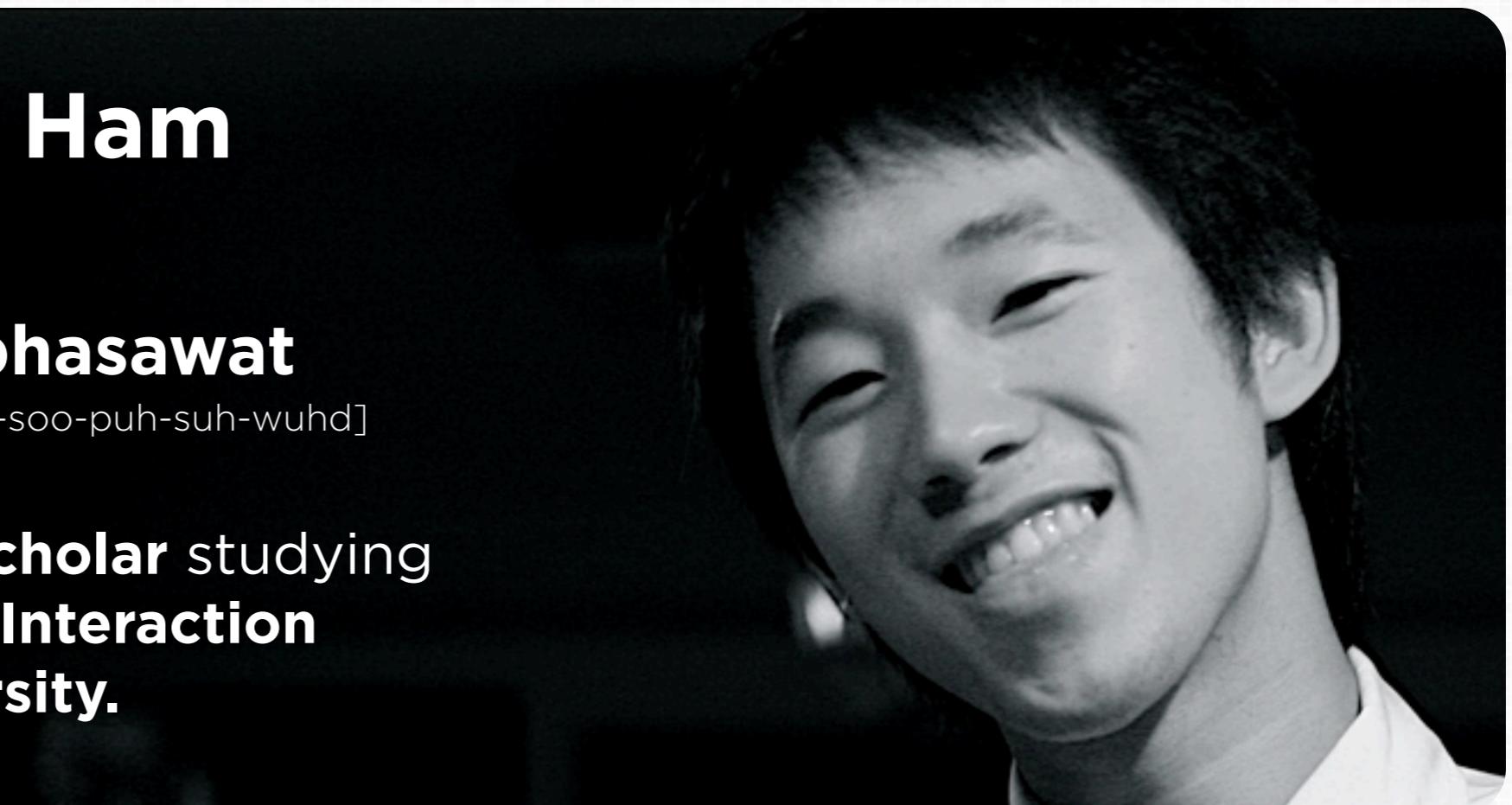


**My name is Ham
or formally,
Kanit Wongsuphasawat**

[pronounced guh-nit Wohng-soo-puh-suh-wuhd]

I am a **Fulbright Scholar** studying
Human-computer Interaction
at **Stanford University.**



Bio

Kanit is a Fulbright scholar studying Human-Computer Interaction and Entrepreneurship at Stanford University. He currently holds a B.Eng. in Computer Engineering (First Honor and Gold Medal) from Chulalongkorn University in Thailand, where he also received the King Bhumiphol Scholarship and a University President Award.

He is working with Amin Saberi and researching Online Education. Kanit has designed user interfaces for Venture Lab, a massive online course platform that focuses on team-based projects. Prior to Stanford, he worked at Google as a Software Engineering Intern in the HCI Research Group and at Thomson Reuters as a Software Engineer.

Kanit's other research interests include Human-Computer Interaction (HCI), User Interfaces, Social Computing, Design and Prototyping tools, Design Education and Research, Information Visualization and Behavioral Change.

Professional Experience



Google Research - Software Eng. Intern (Jun-Sep '12)

Design & Implement a mobile social application that utilizes Proximity information to recognize social gatherings.



Thomson Reuters - Software Engineer (Aug '10-Apr '11)

Designed and developed User Interface for Alerting and Monitoring System 1.1, a new system to replace obsoleted TIBCO Hawk for Thomson Reuters Financial Market Data System



Singha Corporation - Management Intern (Mar-May '10)

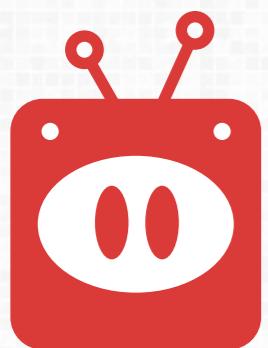
Developed and organized a new cultural event in Nakorn city to support Thai Norah dance culture and increased sales & brand awareness in the region.



Thomson Reuters - Software Eng. Intern (Aug '10-Apr '11)

Developed Total Test Case Management System for Data Access Control System Quality Assurance Team

Selected Projects



STANFORD UNIVERSITY

Venture Lab



Kanit Wongsuphasawat

Learn from Stanford professors, for free.

Fall 2012 Courses

 Technology Entrepreneurship
Chuck Eesley: Assistant Professor, Management Science & Engineering, Stanford University

This course introduces the fundamentals of technology entrepreneurship, pioneered in Silicon Valley and now spreading across the world. You will learn the process technology entrepreneurs use to start companies. It involves taking a technology idea and finding a high-potential commercial opportunity, gathering resources such as talent and capital, figuring out how to sell and market the idea, and managing rapid growth.

Venture Lab (2012)

Project-based Massive Online Courses

Online education is changing the world's education landscape. Besides lectures and quizzes, project-based learning is also an influential experience in school. Venture Lab was built to bring project-based learning to the online education world.

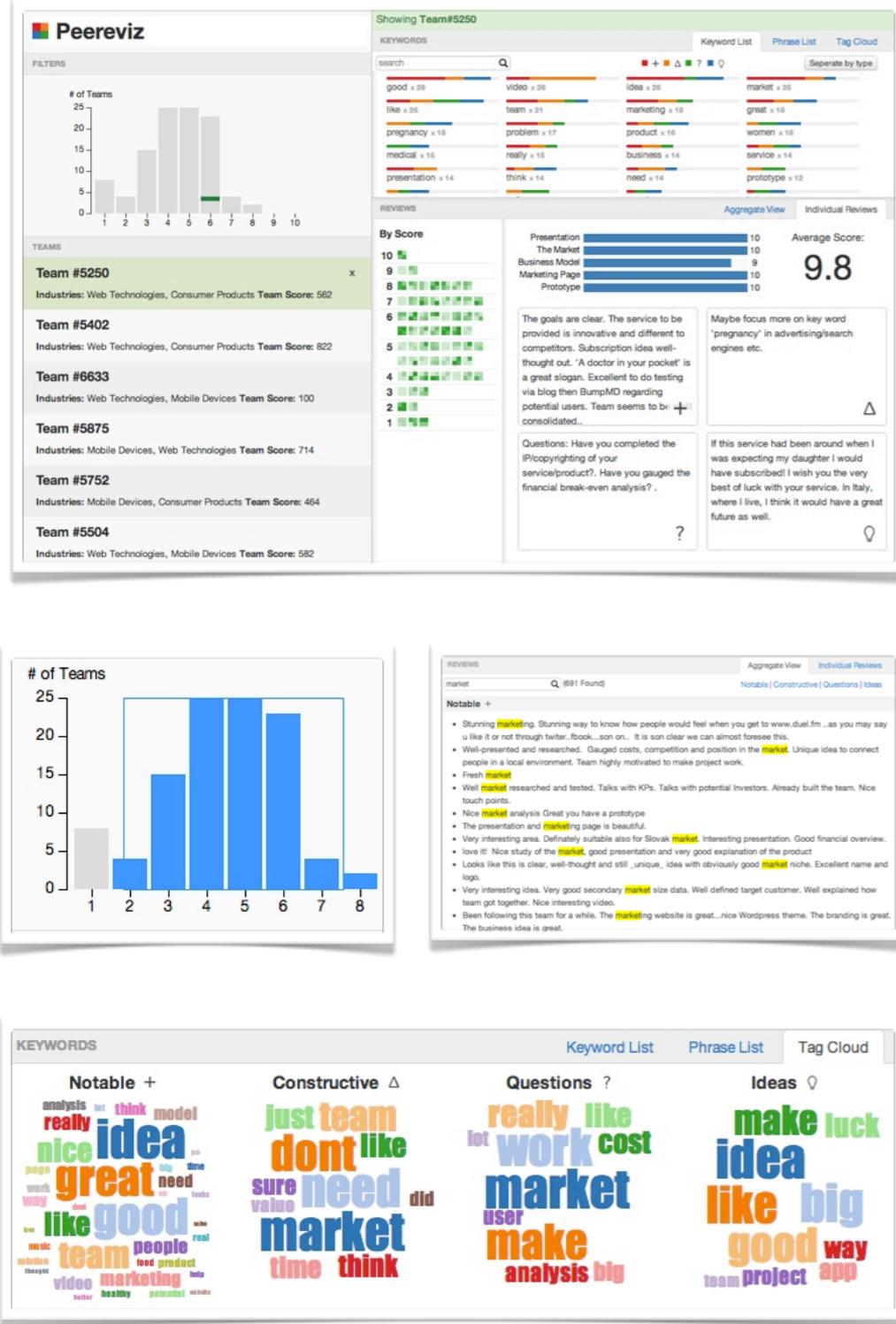
I led the User Interface Design of Venture-lab, the first project-based Massive Online Open Courses platform. We have introduced algorithmic team matching and peer reviews system in online education. The peer review system has enabled the assessment of massive scale online courses.

Venture lab has been covered in *Forbes* and *Stanford News*. Our first class in Entrepreneurship had over 50,000 students. One final project eventually received venture capital funding.

Join venture-lab classes [here](#).

Peereviz (2012-Present)

Visualizing Peer Review for Instructors

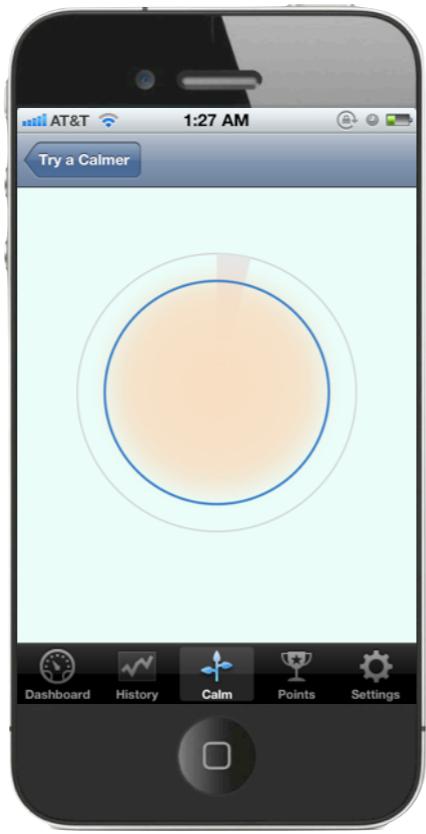


A large ratio of students per teacher in the massive online courses introduces difficulties for the assessment of students' work especially for open ended assignments. Peer review is one possible solution for scaling assessment of open-ended assignments in massive online courses. However, the amount of data from the peer review system makes it difficult for teaching staff to explore and understand the review data.

Peereviz utilized existing text visualization techniques as well as multiple coordinated views to explore the massive scale of data in the peer review system of massive online courses.



STANFORD
CALMING
TECHNOLOGY
LABORATORY



Breathwear (2012)

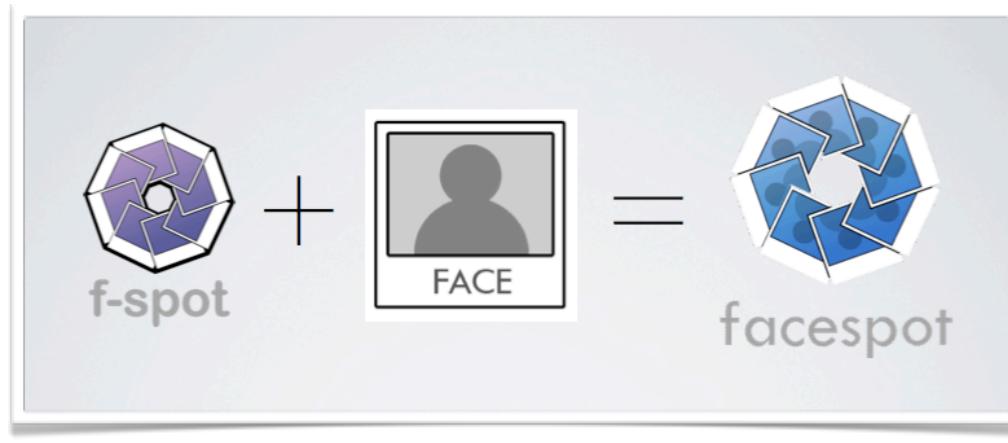
Help calm people with slow breathing

One problem that has always intrigued me is how might we use technology to induce positive behavioral change?

As respiratory regulation can reduce stress and increase parasympathetic tone, my colleague and I designed an application using a visual guide and an auditory guide based on the Stanford Calming Technology Lab's Breathwear system. We did a user study to compare the effect of using these two different modalities for breathing regulation. We discovered that the audio guide led to higher self-reported calm ratings but the visual guidance led to more respiratory change. We concluded that motivating users to exert physical or mental efforts may counter the calming effects of slow breathing. The result has been presented at UIST2012.

See the [paper](#) and [poster](#).

★ Presented at ACM UIST 2012



FaceSpot (2009-2010)

Face Recognition Plugin for F-Spot

Mobile cameras have increased the number of personal photos. Our goal was to enable Linux users to have Face Recognition feature just as Apple users enjoyed a similar feature in iPhoto. *Facespot*, a face recognition plugin for *F-Spot*, was built to achieve this goal.

★ Winner of Thailand National Software Contest 2010



Plasma-Z (2009)

Multi-Agent Soccer Robots

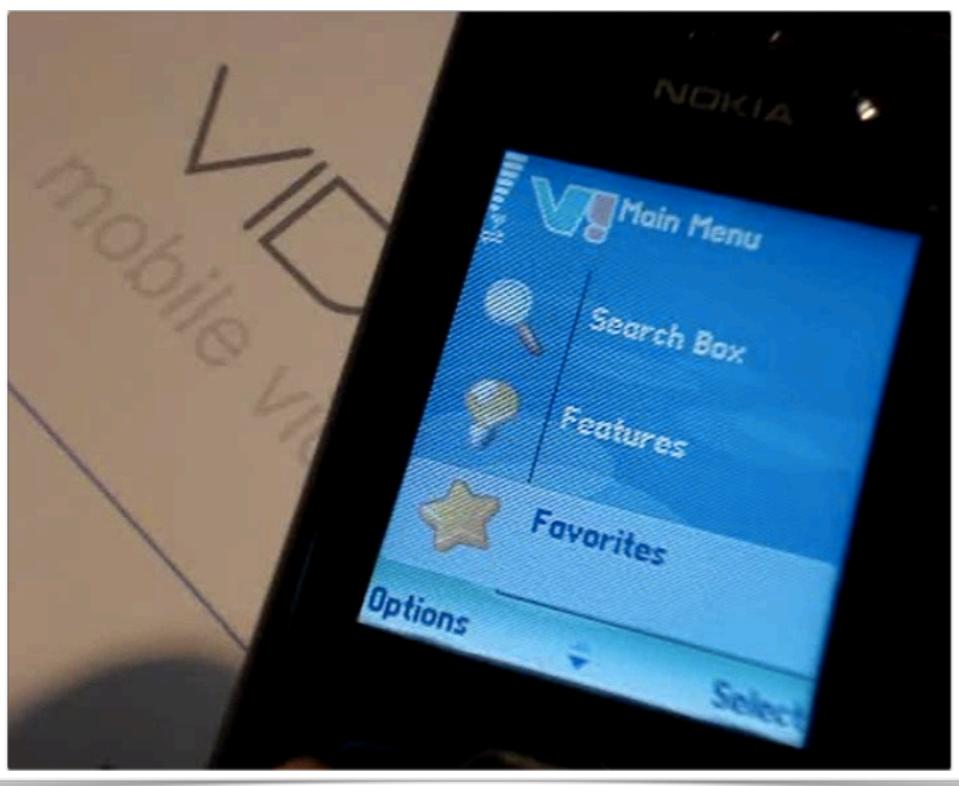


Soccer is the most popular sport for humans. It is also the most popular sport for robots as well—at least at the International Robocup!

As part of the Plasma-Z team, I led the development of our robotic software system. This system integrated inputs from computer vision and motion control feedback system to generate real-time strategies and command fast-paced small size soccer robots. Besides developing game playing strategies, I introduced user interfaces that allow easy calibration and testing of our system. In addition, I have also initiated using software configuration management system in the project to manage complexities in our system.

★ **3rd Place from International Robocup 2009**





VidView (2007-2008)

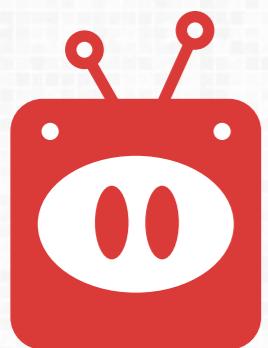
Mobile Video Viewer

Prior to Apple iPhone and its popular Youtube application's release in 2007, people enjoyed Youtube from their PCs. However, the most popular phones then did not have sufficient processing power to decode complex video formats.

Vidview enabled JavaME phone users to watch videos from Youtube and other Video service providers by having an intermediary server to prime the video format before sending to the phones. With Vidview, video could be watched anytime and from anywhere.

- ★ **Winner of Samart Innovation Award 2007**
- ★ **Runner-Up of Thailand ICT Award 2008**
- ★ **3rd Place High Performance Award - Accenture Academic Exhibition 2008**

Other Design Work



kitchit "ENTERTAINING DOESN'T HAVE TO BE A JUGGLING ACT!"

SHOPPING

Kitchit chefs carefully select the highest quality ingredients from the best sources in order to create original menus that feature everything from timeless classics to boundary-pushing modern cuisine.

COOKING

Kitchit chefs make delectable dishes of the finest quality. All you need to do is sit back and enjoy!

SOCIALIZING

Kitchit chefs allow you to spend your precious time with your guests. No more hosting dinner parties without the time to socialize.

PLANNING

Kitchit chefs will work with you to craft a bespoke menu, customized to your and your guests' specific tastes. Kitchit also makes the invite and RSVP process seamless with its fun online invites (you can even split the check!).

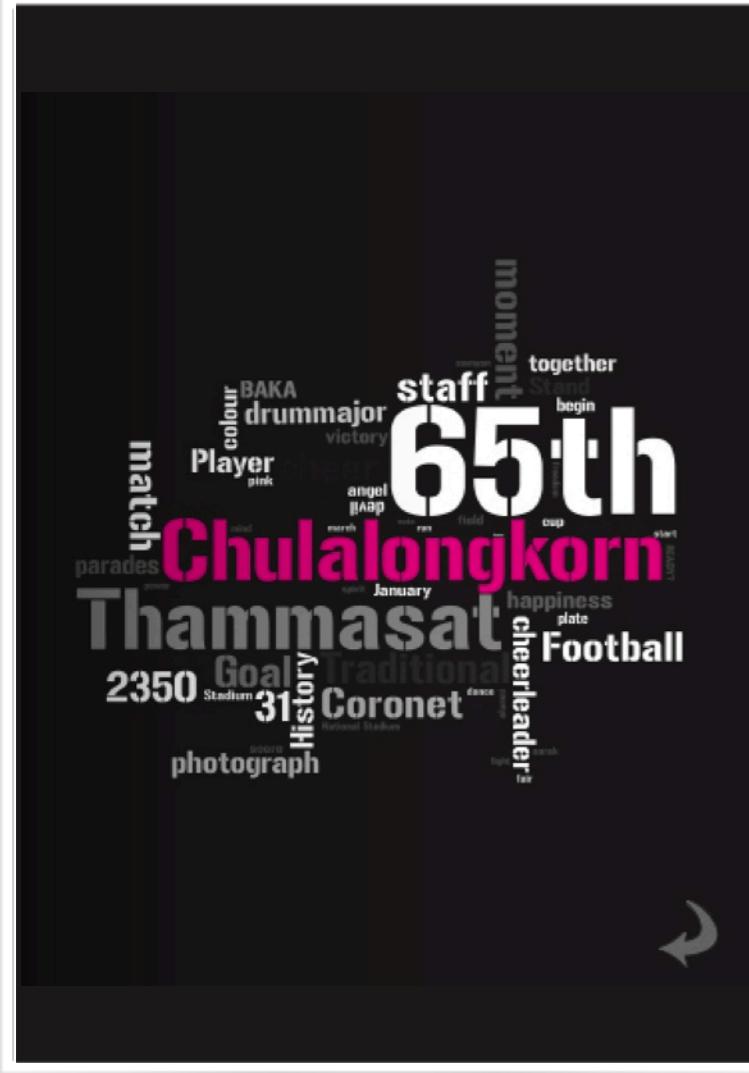
CLEANING

With Kitchit, you can avoid the dreaded after party dishwashing. Your place will be left just as clean - or cleaner - than it was before the party!




Kitchit Social Brand Campaign (2012)

Kitchit is a web-service that allows users to hire a world-class chef to cook for themselves at their home. Our social brand class group tried to redesign brand experience and raise Kitchit's brand awareness with our "Juggling campaign". The metaphor was "Entertaining can be a juggling act"- comparing arranging a party to a juggling act, which professional can easily do it for you.



CUPhoto's CU-TU Memorial DVD (2008)

Chulalongkorn-Thammasat Annual Soccer Game Memorial DVD

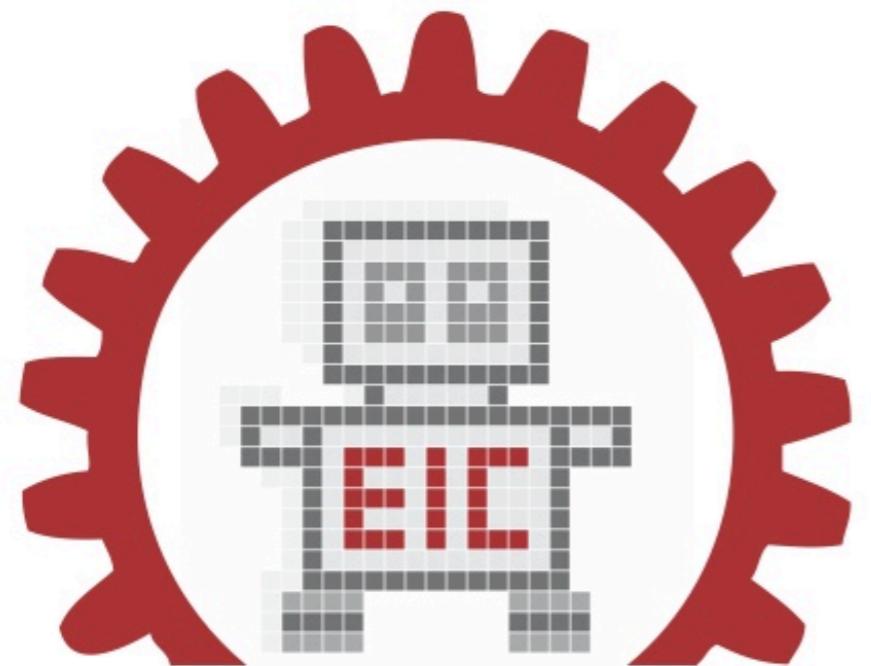
Every year, the Chulalongkorn University Photography Club documents the annual soccer game between Chulalongkorn Univ. (CU) and Thammasat Univ. (TU), the two oldest universities in Thailand. I contributed the graphic design to the memorial DVD in 2008.



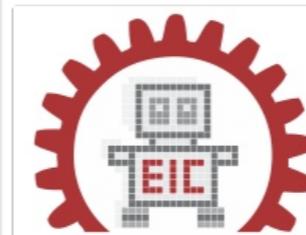
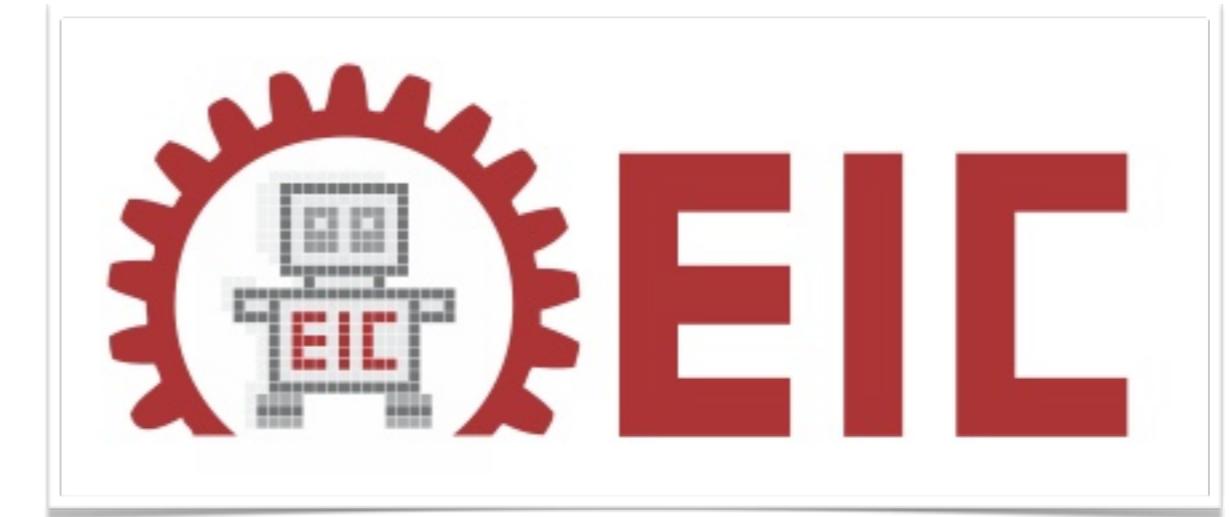
Perj: Translation Jelly (2008)

Packaging Design for Doraemon's Translation Jelly.

In the package design course final project, students need to design a packaging for any particular product. We decided to design a playful packaging for the Translation Jelly from *Doraemon*. Our design also envisioned if the Translation Jelly has different flavors for different languages.



ENGINEERING INNOVATOR CLUB
CHULALONGKORN UNIVERSITY



ENGINEERING INNOVATOR CLUB
CHULALONGKORN UNIVERSITY

Logo Design: Engineering Innovator Club (2008)

Logo concepts for Chulalongkorn Engineering Innovator Club.

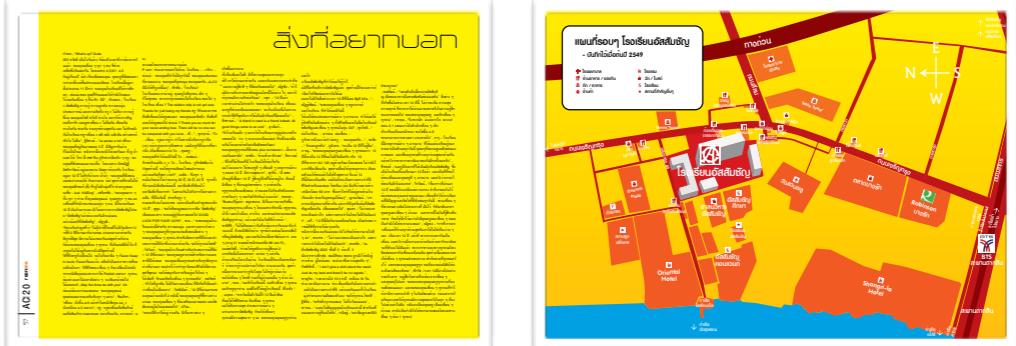
The Maroon gear represents Faculty of Engineering, Chulalongkorn University, the home of Engineering Innovator Club. The robot represents the club's main activity, which is designing various types of robots including Soccer robots and Home automation robots.



Together We Smile (2007)

T-Shirt Design for the Smiley Home, a recreational group

I designed this T-Shirt for the Smiley Home, a recreational group in the freshmen orientation week. My design goal was to encourage freshmen to open up their minds and make new friends from the event.



Memories in a School Bag (2006)

Assumption College 120th Class Yearbook

For 12 years from grade one to twelve, Assumption College had studied together. One of the common memories they have to carry this uniform school bag. As a lead graphic designer, I decided to impose this bag images on the protective case of the yearbook to represent our 12-year memories.

Other Computer Science Projects





StudyMania (Fall 2011)

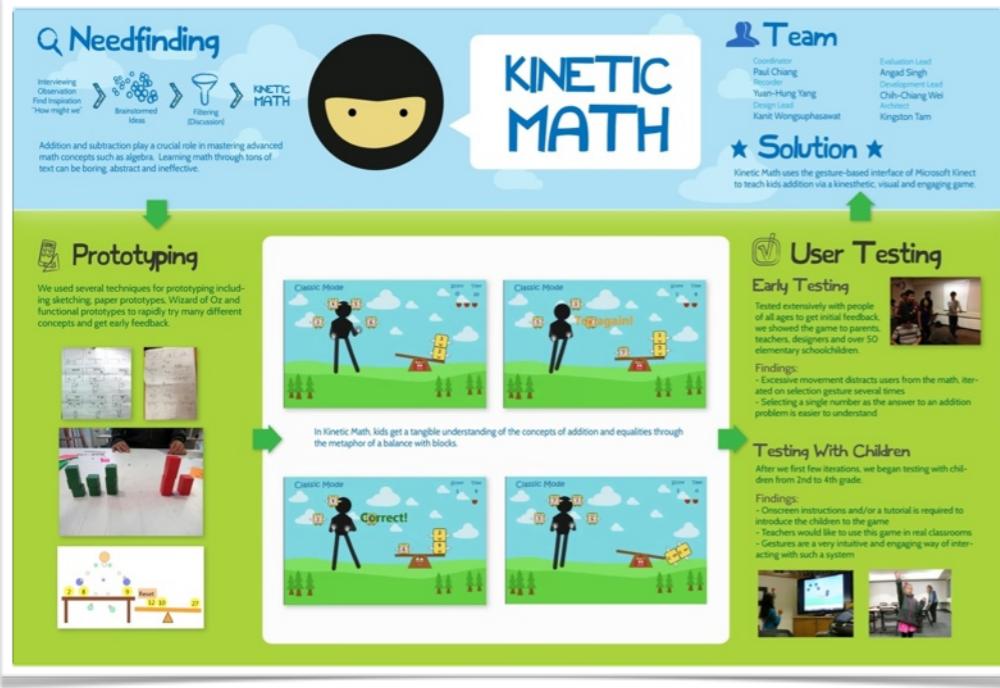
Make Study Fun!

Students need motivation to study. Our goal was to provide a simple way for students to create fun challenges by betting against their friends.

As part of CS147 (Intro to Human Computer Interaction & Design) course, our team conducted the whole design process: from needfinding, alternative generation, prototyping, heuristic evaluation, rapid prototyping and user testing.

As a result, Studymania provides a simple way to create fun way to engage students in learning. This competitive settings drive users to study hard and get stuff done in order to beat their friends.

See full [poster](#) and [slide](#) here.



Kinetic Math (Winter 2012)

Learn Math with Kinect

Addition and subtraction play a crucial role in mastering math concepts such as Algebra. Learning math through tons of text can be boring, abstract and ineffective.

Kinetic math offer a fun and interactive way for kids to learn Math by playing a game with Microsoft Kinect.

(A project from Human Computer Interaction & Design Studio at Stanford.)

See the project [poster](#), [video](#) and [website](#).



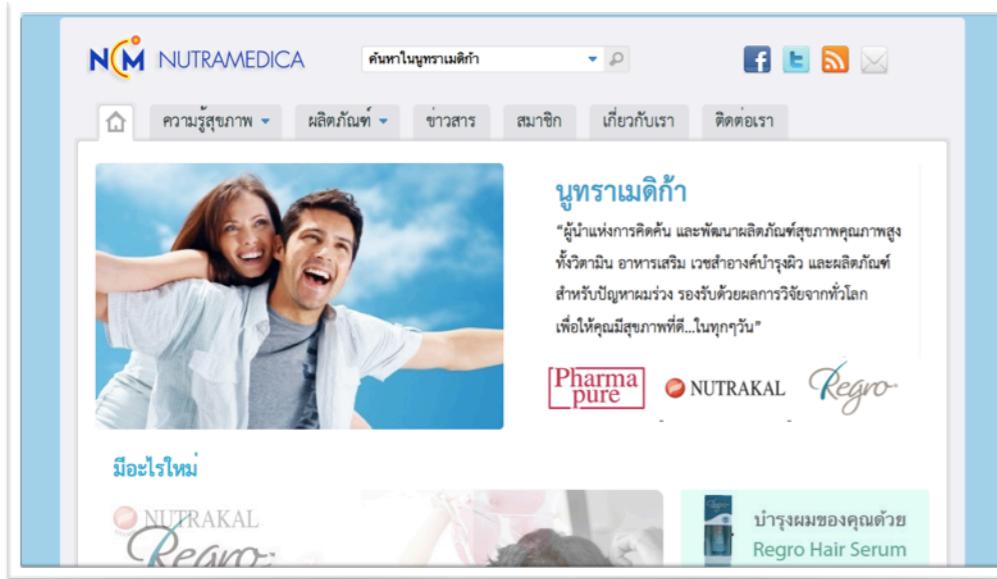
Habit Buddy (Winter 2012)

Let's change our behavior

Starting good habits is hard. Maintaining them is even harder. What if we have a buddy that helps us set achievable goals?

Habit Buddy is a mobile application prototype that tries to envision how a mobile application might help us set goals and start good and long-lasting habits!

Play the [prototype!](#)



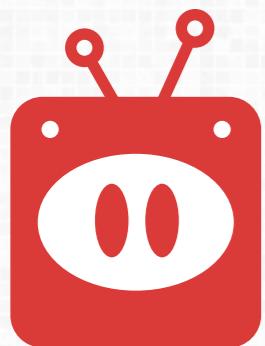
Nutramedica.co.th

Healthcare company website.

During a break after working at Thomson Reuters and before studying at Stanford, I also designed a corporate website for Nutramedica Co.,Ltd., a leading vitamin and healthcare company in Thailand.

See the website [here](#).

**See up-to-date version of my portfolio at
<http://kanitw.github.com>**



Questions
- Tense