

Napaphat Komwutechai

Location: Taipei City, Taiwan

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UX/UI DESIGNER

I am an innovative and detail-oriented UX/UI Designer with experience crafting vibrant, abstract, and user-friendly interfaces. Proficient in **Figma, Procreate, and Blender**, I love to bring a colorful blend of digital artistry and functional design to both software applications and physical experiences. I'm passionate about merging aesthetics with usability, ensuring a seamless and visually striking user experience with every project I make.

SKILLS

Design Tools	: Procreate, Blender, Figma, Adobe Illustrator, Adobe Aero, Rhino8
Hardware Tools	: Arduino, ESP32
Programming Languages	: JavaScript, C++
Soft Skills	: Communication, Project Management, Critical Thinking
Languages	: Thai (Native), English (Fluent), Mandarin Chinese (Intermediate)

WORK EXPERIENCE

Digital Media Manager <i>Jin Heng Chinese Pastry - Volunteer</i>	Jan 2025 - Present <i>Pattaya City, Thailand</i>
<ul style="list-style-type: none">Managed the company's social media, including setting up the company's Facebook profile and Google Maps location to allow for better visibility for the company.In charge of customer relations, responding to any inquiries about the business during operation hours.Designed a new logo for the company using Procreate.	

PROJECTS

SongKran 2077 - Water Gun Battle Game <i>ESP32, C++</i>	Nov 2024 - Jan 2025 <i>National Taipei University of Technology</i>
<ul style="list-style-type: none">Used ESP32 & C++ to create an arcade-style water fighting game.Lead the design of the game's wearable water sensor device.	
Health Bite Barf Tech <i>Figma, Bubble</i>	Sep 2024 - Jan 2025 <i>National Taipei University of Technology</i>
<ul style="list-style-type: none">Created the mobile app using Bubble that provides pet meal plans depending on their breed, weight, and age.Provided clear, step-by-step meal preparation instructions for various portion sizes that saves time while maintaining a high quality meal for pets.Designed a hand-drawn pastel design language for the mobile app using Figma.	
Where's Cherry? <i>Adobe Aero, Procreate</i>	Feb 2024 - April 2024 <i>National Taipei University of Technology</i>
<ul style="list-style-type: none">Designed and developed a VR game using Adobe Aero & Procreate.Using a design language based on the word "adventure," the game allows for the player to walk around the university campus to do different objectives such as collecting items and fighting monsters to ultimately find Cherry, who is hiding somewhere on campus.	

EDUCATION

National Taipei University of Technology <i>Bachelor of Interaction Design and Innovation - GPA 3.90</i>	Sep 2023 - Present <i>Taipei City, Taiwan</i>
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