

MUDMIE CHUTHAMSATID

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www.mudmie.com

ABOUT

I'm an engineer-converted designer who is passionate about crafting product experience that sparks people's joy and simplifies their lives.

I'm currently looking for a full-time product design role starting Summer 2020.

TOOLS

Figma, Sketch, InVision, HTML/CSS, Bootstrap, JavaScript, Git, JIRA
Adobe Photoshop & Illustrator, Google Analytics

SKILLS

Product thinking, User research, User interview, Usability testing, Interaction & Visual design, Information Architecture

EDUCATION

University of Waterloo

2015 - 2020

Systems Design Engineering,
Bachelor of Applied Science

PERSONAL PROJECTS

VRulez

A fully responsive commercial website for VR arcade business

Roundabout Canada

An escape room website with SEO optimized resulting in Google search ranking from 19th to 8th and \$17,000 monthly revenue increase

Daily UI

A daily challenge for practicing creativity through UX/UI designs

Eyes On Me

E-Commerce, an Instagram-based business for online sales

WORK EXPERIENCE

Autodesk | Product Designer

May - Aug 2019 | San Francisco, USA

Enhanced the user experience for construction field workers by introducing form & report customizations and dark mode

| Performed user interview and concept tests to design custom form builder for web, iOS, Android and Windows platforms

| Researched and designed the 1st design system for dark mode so that users can work efficiently in low-light environments

Hack The North | Product Designer

Mar 2019 - present | Waterloo, Canada

Led the design of marketing website, application portal, and QR Scanner tool for Canada's biggest hackathon

| Designed unique comic-themed application portal that supported over 7,000 applicants from 30 countries to apply for the event

| Gathered requirements from multiple teams to design QR scanner, used for security and check-in purposes on the day of the event

PlanGrid | Product Designer

Sep - Dec 2018 | San Francisco, USA

Designed web application for construction productivity suite which enabled cloud collaboration on blueprints, work progress, and issues tracking

| Established reusable design patterns across 3 products by revamping information architecture of settings page, reducing development time by 50%

| Led brainstorming sessions to gather user needs and designed university recruiting t-shirt to increase company's presence on campus

Nulogy | Product Designer

Jan - Apr 2018 | Toronto, Canada

Designed solutions to complex supply chain management problems through the application of user research, wireframes, and prototypes

| Conducted user interviews and created user journey map to redesign order picking feature, increased efficiency in warehouse operation

| Analyzed user workflow to design audit trail feature, enabled contract packagers to meet the FDA regulatory compliance

Liquor Control Board of Ontario | UX/UI Designer

May - Aug 2017 | Kitchener, Canada

Led the design of online craft beer ordering system, sales data analysis portal, and product tasting note collection platform

| Identified user problems, requirements, and constraints to derive UI designs, simplified routine task execution from 1 week to 1 day

| Produced user stories through persona development, designed mockup and worked with 4 developers to bring the design to life