# **MUDMIE CHUTHAMSATID**

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#### **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 Fall 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 19<sup>th</sup> to 8<sup>th</sup> 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, Andriod and Windows platforms

Researched and designed the 1<sup>st</sup> 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

I 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

I 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