

MUDMIE CHUTHAMSATID

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www.mudmie.com

ABOUT

I'm an engineer-converted designer who passionates to craft product experience that sparks people's joy and simplifies their lives. I'm now 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 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 2019 – present | San Francisco, USA

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

| Currently researching and designing the 1st design system for dark mode so that users can work efficiently in different kinds of environment

| Design features that allow users to customize forms and task report for web, iOS, Andriod and Windows platforms

Hack The North | Product Designer

Mar 2019 – present | Waterloo, Canada

Leading the design of marketing website, application portal, registration tool, and volunteer dashboard for Canada's biggest hackathon

| Gather requirements from multiple teams to design registration tools such as QR scanner to be used on the day of the event

| Design unique comic themed application portal that will support over 8000 applicants to register for 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 mockups and worked with 4 developers to bring the design to life