Panote Nuchprayoon
UX and Accessibility

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in Panote Nuchprayoon

With my background as game artist with a passion for creating engaging and immersive experiences, I am seeking to leverage my artistic and technical skills to make a meaningful impact in the user experience and accessibility field. With a strong focus on empathy, inclusivity, and innovation, I am eager to contribute my unique perspective and creative problem-solving abilities to help create products that are not only aesthetically pleasing, but also accessible

Skills

User Experience Design
Usability Testing
Game Accessibility
Web Accessibility
UI Design
Motion Graphics and Design

Tools

Figma
Unity / C#
TouchDesigner
Python
HTML / CSS / JS
Swift
Maya / Blender / Zbrush
Substance Painter
Adobe Creative Suite

Honors &

First Prize | US HHS | 2020
   Obesity Prevention Game
Dean's List | 2018 - 2022
Winner | RITDC | 2019
   Concept Art Challenge

Leadership

Drexel Animation Group
   President, Founder | 2019 - 2022
Drexel SIGGRAPH
   President | 2021 - 2022
   Secretary | 2020 - 2021
SIGGRAPH Student Volunteer

Education

Accelerated B.S. Game Design and M.S. Digital Media
Drexel University | GPA 3.90 | Expected Graduation June 2023

Work Experience

Experience Design & Creative Technologist - BRDG Studios   2022
   • Designed, developed, and user-tested systems and interfaces to control and interact with a 40-screen display system for physical store-front installation using TouchDesigner.
   • Prototyped video games and interactive experiences using TouchDesigner, Unity, Pico-8, and Andriod Studio on various devices, such as LED Displays, microcontrollers, touch displays, and e-ink displays.

Game Artist, UI Artist - Procedural eXpression Lab (PXL)   2020
   • Designed and create characters, environments and UI mockups and assets.
   • Rigged and animated 2D characters with sprite-swapping mechanics.

Lead Artist & UI Designer- Well Spent! Mobile Game   2019 - 2020
First Prize Winner, Shape of Health Obesity Prevention Game Challenge for the U.S.
   • Developed and published an obesity prevention game on the AppStore with a team of 4.
   • Lead the direction and creation of game assets, UI, and animation.
   • Researched low-income demographics and location to enhance visual and narrative

Project Experience

Thesis Research: Audio Description in Video Games   2022 - Present
   • Research and Interview best practices and user requirement for audio description in video games, address the limitation in current approaches, and how AI can address these

Game UX/Accessibility Designer, Animator - Whirly Birds   2022 - Present
   • Lead accessibility and user testing efforts in gameplay, implemented accessibility and gameplay settings and interface, using Agile methodology
   • Created 20+ unique character animations, various concept art, and level mechanic

Project Manager - Reflectance Transformation Imaging Web 2022 - Present
   • Lead meetings and task allocation for a student team of 4 in creating a web-based RTI display.

Art Lead - Ravager   2021 - 2022
   • Art directed the aesthetic of the game and delegated assignment to the art team of 5 people.
   • Created the entirety of the animated trailer, including modeling, animating, rigging, and