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 and user-friendly for all.

Skills

User Experience Design
Usability Testing
Game Accessibility
Web Accessibility
UI Design
Motion Graphics and Design
3D Modeling and Animation

Tools

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

Honors & Awards

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

Leadership

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

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.
- Created extensive documentations on LED Displays, Nook e-ink display, Multi-screen display, Round Touch Display on Raspberry Pi, and Radio Communication Module.

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. Department of Heath
- 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 design.

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 limitations

Game UX/Accessibility Designer, Animator - Whirly Birds Studio — 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 designs

Project Manager - Reflectance Transformation Imaging Web Display — 2022 - Present
- Lead meetings and task allocation for a student team of 4 in creating a web-based RTI display.
- Worked closely with the UX designer and developers on interface design for traditional and 3D UI.

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 editing.
- Modeled and animated the kraken and pirates, and created in-game particle effects.