

Ploypilin Pruekcharoen

multidisciplinary designer + researcher
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Experience

KLOA

UX Design Intern

Jun 2022 - Present, Seattle, WA

- Designed and developed a company's website that communicates company's goals and values.
- Implemented mobile app prototypes that integrate KLOA mobile text input for user testing.

Technology & Social Change Group

Student Assistant

Jun - Oct 2021, Seattle, WA

- Created graphics, user interface, and user flow for an [online misinformation escape room](#).
- Collaborated with developers to integrate user experience design into the game and adjusted the style of the game based on the user study research.

Sensors, Energy, and Automation Laboratory

UX/UI Designer

Jun 2020 - Mar 2021, Seattle, WA

- Designed a Microsoft Word extension (adds-in and ribbon) to improve the efficiency of manuscript-writing by helping insert commonly used figures automatically.

Research

Research Design for Games to Teach Data Ethics

Undergraduate Student Researcher

Jan - Aug 2022

- Surveyed literature and explore issues of ethics and diversity in data science.
- Exploring examples of educational games, brainstorming ideas, and creating a multiplayer game prototype on FLICC methods — techniques of science denial.

Ethnographic Research on Hmong Embroidery

Individual Study

Jun - Sep 2021

- Collaborated with Hmong teenagers to learn about their perceptions on Hmong embroidery culture, participated in weekly embroidery, and worked with the Hmong teenagers to share the stories behind Hmong embroidery patterns through a [blogpost](#).

Give Your Pi Eyes: Machine Learning with Image Models

Undergraduate Student Researcher

Mar - Jun 2021

- Trained machine learning models using Microsoft Lobe to deploy on a Raspberry Pi and created a project "[Make It Bloom](#)" using machine learning of hand gestures and flower photos to control the handcrafted flower.

Education

NYU Tandon School of Engineering

2022 - 2024 (Expected), Brooklyn, NY

MS, Integrated Design & Media

University of Washington

2018 - 2022, Seattle, WA

BS, Human-Centered Design & Engineering (Human-Computer Interaction Track)

Honors & Publications

ACM SIGACCESS Proceedings 2022 Publication

"What's going on in Accessibility Research?" Frequencies and Trends of Disability Categories and Research Domains in Publications at ASSETS

HCDE Capstone Award 2022 — Innovation and Willingness to Take Risks
[XR Library](#), sponsored by HCDE and STMicroelectronics

Skills

Research & Design: User Research, Visual Design, Interaction Design, Wireframing, Prototyping, Data Visualization, Journey Mapping, Storyboarding, Usability Testing, Physical Computing

Technical: Figma, XD, Sketch, Photoshop, Illustrator, InVision, HTML/CSS, Javascript, React.js, D3.js, Python, Java, Arduino, Unity