

Ploypilin Pruekcharoen

user experience design & interactive media

🌐 www.ploypil.in
✉ ploypil@uw.edu
☎ (206) 291-2928

EDUCATION

University of Washington

Bachelor of Science in Human Centered Design & Engineering
Graduated June 2022 (Expected)

Minor Informatics
Cumulative GPA 3.82/4.0

DESIGN EXPERIENCE

Student Assistant / Technology & Social Change Group

Seattle, WA (June 2021 - Present)

- Created graphics, user interface, and user flow for the [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.

UX/UI Designer / Sensors, Energy, and Automation Laboratory

Seattle, WA (June 2020 - March 2021)

- Developed a Microsoft Word's extension to improve the efficiency of manuscript-writing by helping insert commonly used figures automatically.
- Designed a user flow and assisted in a front-end development of the dashboard using React.js.

UX/UI Design Intern / Rabbit Digital Group — Code&Craft team

Bangkok, Thailand (June - August 2019)

- Worked collaboratively with senior designers on visual and interaction designs for clients' web apps.
- Redesigned Code&Craft's website, performed a web design analysis, created a storyboard and user flow, and conducted usability testing.

SKILLS

Research & Design: user research, interviews, visual design, interaction design, wireframing, prototyping, data visualization, journey mapping, storyboarding, usability testing

RESEARCH

Translating Research to Practice: Visualizations for Foster Care Practitioners (September 2021 - Present)

Surveyed literature on foster youth with a specific focus on how visualizations are used by practitioners in the child welfare system.

Ethnographic Research on Hmong Embroidery (June - September 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 [blog post](#).

Project Make It Bloom (March - June 2021)

Created an interactive art project "Make It Bloom" using a trained machine learning model of hand gestures and flower photos to control the handcrafted flower through a Raspberry Pi.

Technical: Figma, XD, Sketch, Photoshop, Illustrator, InVision, HTML/CSS, Javascript, Python