Patcharapol Puckdee

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EDUCATION

University of California, Santa Cruz   **Santa Cruz, CA**
Bachelors of Science, Computer Science

June, 2024
Cumulative GPA: 3.6

Google UX Design Certificate   **Remote**
UX Design Specialization

Sept, 2024 - Oct, 2024

COMPUTER SKILLS

Languages: C++, C, Javascript, Typescript, Python, C#
Tools/Frameworks: Figma, React.js, Github, VS Code, Rider
Relevant Coursework: User Experience for Interactive Media, Introduction to Data Structures and Algorithms (C/C++),
Applied Discrete Mathematics, Computer Systems and Assembly Language and Lab, Linear Algebra

PROJECTS

[Habit Tracking Mobile Application Prototype](#) - UX Design   Spring, 2024

- Designed a mobile app called *Habit Tracking* for a university project as part of a team, aimed at improving students' work-life balance by boosting productivity and reducing burnout. The app helps students manage stress and time through scheduled mindfulness activities. I led the high-fidelity design, creating features like the "Press Play on Task" function, start/dismiss options, flow tips, a timer with play/pause controls, and detailed event views. I conducted user research, developed wireframes, and led user testing to refine the design. The project was finalized with a polished, high-fidelity prototype in Figma, using iOS UI kits for a professional finish.

Cognoso   Winter, 2024

- Developed a web application utilizing AI technology to transform PDFs into digital flashcards, innovating new study methods for students. Collaborated with a team of six, primarily focusing on frontend development using TypeScript language and React framework. Responsible for building the home page layout, flashcard editor/viewer page layouts, UI buttons (front, back, edit, delete, search), the account dropdown menu on the navbar, and a square white background to mimic a simulated flashcard with user-inputted content inside.

Dark Throne   Spring, 2024

- Co-developed *Dark Throne*, a 2D indie game, with a team of seven. Responsible for the design and implementation of an AI-driven enemy-player tracking system using C#, which enhanced gameplay difficulty and player adaptability. Additionally, oversaw product design, quality assurance, and project management—ensuring that development milestones were met and gameplay was refined based on user feedback. Successfully launched the final product on Steam for PC platforms, meeting quality standards.

WORK EXPERIENCE

Glade Tool Inc   **San Francisco, CA**
Game Software Developer Intern (Programming & UI Design)   May 2024 - August 2024

- Used Rider IDE for efficient code development, debugging, and performance tuning while designing a UI Inventory system in Unreal Engine 5. Ensured smooth player interactions and fixed issues in the weapon equipping system using C++. Collaborated with two developers to prototype and implement new game features and design, maintaining clear communication through documentation and strong teamwork throughout the project.

LEADERSHIP AND INVOLVEMENT

UCSC Surf Team   September 2023 - June 2024
- Selected to join the UCSC Surf Club/Team and actively contributed to fundraising efforts, helping raise funds with team merchandise for the team to participate in the National Collegiate Surfing competitions throughout the year.