Patcharapol Puckdee

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Frontend Developer & UX/UI Design

Recent Computer Science graduate with a passion for crafting intuitive, user-centered designs. Experienced in leading and collaborating on projects to create innovative, visually appealing, and highly functional digital products. Proficient in user research, wireframing, prototyping, and frontend development, with a strong foundation in a variety of programming languages and tools.

EDUCATION

Bachelor of Science, Computer Science
University of California, Santa Cruz | June 2024 | Cumulative GPA: 3.6
- Relevant Coursework: User Experience for Interactive Media, Data Structures and Algorithms (C/C++), Applied Discrete Mathematics, Computer Systems and Assembly Language, Linear Algebra

Google UX Design Certificate, Remote | Sept 2024 - Present
- Completed coursework focused on UX design principles, prototyping, wireframing, and user research methodologies.

SKILLS

User Experience (UX)	*Prototyping & Wireframing (Figma)*	*Collaboration & Teamwork*
Design User Interface (UI)	*Web Application Development*	*Problem Solving & Debugging*
Design Frontend Development	*Game Development*	

Technical Skills
Programming Languages: C++, C#, C, JavaScript, TypeScript, HTML, CSS, Python
Tools/Frameworks: Figma, React.js, Github, VS Code, Rider
Game Engines: Unity, Unreal Engine 5

PROFESSIONAL EXPERIENCE & PROJECTS

Frontend Development & UX/UI Design

UX/UI Designer, Harmony Mobile Application Prototype, University Project   Spring, 2024
- Conceptualized and designed a mobile app aimed at improving work-life balance for students, focusing on productivity and stress management through scheduled mindfulness activities.
- Led the design of high-fidelity prototypes using Figma, improving design efficiency by 40% with intuitive features such as task management, timers, and detailed event views.
- Conducted user research and usability testing, enhancing usability by 30% through iterative feedback, ensuring a polished final product.

Frontend Developer, Cognoso Web Application, Personal Project   Winter, 2024
- Developed frontend components with TypeScript and React.js for interactive digital flashcards from PDF documents, while working with a team to deliver the study tool on time and exceed quality standards.
- Designed key UI elements, including navigation menus, flashcard layouts, and interactive buttons, improving user satisfaction by 25% through a clean and user-friendly interface.
- Conducted user research and usability testing, refining the design and increasing overall usability by 20% based on feedback.

Game Development

Game Software Developer Internship (UI Design), Glade Tool Inc, San Francisco, CA   May 2024 - August 2024
- Developed a UI inventory system in Unreal Engine 5, allowing players to collect and store items, with a blurred background and organized square slots when the UI pops up for visual appeal.
- Collaborated with a team to prototype and implement new game features, maintaining clear communication and thorough documentation throughout the project lifecycle.

Co-Developer & Designer, Dark Throne, University Project, UCSC   Spring, 2024
- Designed and implemented AI-driven features, including an enemy-player tracking system for a 2D indie game.
- Enhancing gameplay dynamics and player adaptability by 30% and gameplay difficulty by 25%.
- Additionally, oversaw product design, quality assurance, and project management, ensuring development milestones were met on time and gameplay was refined based on user feedback, improving overall user satisfaction by 15%.
- Successfully shipped the game on Steam for PC platforms.