

EDUCATION

2016 - 2018 [Candidate]	MPS Interactive Telecommunications Program (ITP) Tisch School Of The Arts Scholarship New York University	New York, USA
2007 - 2011	Bachelor Of Science In Architecture And Design International Program in Design and Architecture (INDA) Chulalongkorn University	Bangkok, Thailand
2008	Diploma In Interior And Product Design Chanapatana International Design Institute	Bangkok, Thailand

SELECTED PROJECTS

CREATIVE TECHNOLOGIST

SPRING 2017	TRASH CYCLONE <ul style="list-style-type: none">Created a prototype application of mixed reality (AR) experiences which takes users on visual and auditory journey.Integrated cross-media platforms tool: Lenovo Phab 2 Pro, Google Project Tango (Motion Tracking) and Unity3D.Obtained real data of trash API from the Department of Sanitation New York to simulate virtual trash objects in Unity3D.	ITP, NYU NYC, USA
FALL 2016	NOMNOM: The Video Machine 2.0 <i>Featured in: Maker Faire 2017, Adafruit.com</i> <ul style="list-style-type: none">Designed and developed a controller with step-sequencer that allow users to play online videos as music samplesIntegrated physical computing elements (Arduino, buttons, potentiometers)Conducted Play-Test, User-Test and iterate prototypes of the controllerDeveloped main functions of the physical and digital UI.	ITP, NYU NYC, USA

ARCHITECTURAL DESIGNER | LIGHTING DESIGNER

2015 - Present	Molam Mobile Bus Exhibition, Jim Thompson <i>Featured in: Bangkok Post, Medium, BK The Insider's Guide to Bangkok</i> <ul style="list-style-type: none">Served as a Project Leader to create and develop systems for traveling exhibitions and performance stage.Worked closely across multidisciplinary teams with Project Manager, Mechanical Engineers, and Curators to ensure projects are delivered on time and problem-free despite narrow time and budget constraints.	Thailand
2015	Sretsis Inn <i>Featured in: Thairath Newspaper, JETRO</i> <ul style="list-style-type: none">Created 2D and 3D design drawings, renderings, models and made subsequent adjustments based on both clients and principal feedback.Prototyped 3D physical models of the building and Interior Space.	Tokyo, Japan

SKILLS

Language	English, Thai
Coding	C#, p5.js, HTML / CSS, JavaScript, Node.js, Max/MSP/Jitter
Design	Unity3D, Photoshop, Illustrator, Premiere Pro, AutoCAD, 3DMax, SketchUp Pro
Prototyping	Arduino, Rapid Prototyping, Laser Cutting, Othermill Pro, 3D Printing