CHANANAN LIKITSARAWIT

UX/UI Designer

EXPERIENCES

2022
- **UX/UI Designer Internship 4 month at Botio**

<u>Responsibilities</u>
- Understand and design wireframes and prototypes according to requirements of business
- Enhances UX/UI in our web platform according to the business direction and future marketing trends
- Develop wireframes and prototypes around customer needs
- Design all elements on the web platform
- Find creative ways to solve UX problems (e.g. usability)

2021 - 2022
- **Senior Project (PunMaew)**

<u>Responsibilities</u>
- Understand user painpoints
- Design prototypes according to requirements of business
- Design all elements on the web platform
- Find creative ways to solve UX problems (e.g. usability)
- Manage and design roadmap development for teams

2020
- **Hello World Dolphin 2020**

<u>Responsibilities</u>
- Head of the web design team for teaching IT students year one about web design such as web elements, UX/UI, design system, etc.
- Group advisor takes care and giving counsel teams on making projects
- Design web PR by using Figma to promote the project
- Other design eg. logo, sticker, some element on web
- Communicate design ideas and prototypes to developers

2019
- **WIP Camp #12**

<u>Responsibilities</u>
- Design web PR by using Figma
- Communicate design ideas and prototypes to developers

(Because of Covid-19, this camp has been canceled.)

ONLINE PORTFOLIO

https://chananananu.github.io/

CONTACT

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EDUCATION

2016 - 2019
Mathematics-Science Program
Bangmod Wittaya School

2019 - Present
Bechelor of Science in Information Technology
King Mongkut's University of Technology Thonburi

SKILLS

UX/UI Tools
- Figma : Advance
- Adobe XD : Advance
- Adobe Photoshop : Advance
- Adobe Illustrator : Beginner

Programming Languages
- HTML : Advance
- CSS : Advance
- JavaScript : Beginner
- Vue.js : Beginner