GUS

THARATIP SUKEE

UX/UI DESIGNER

- +66 63 597 9940
- tharatip.b@gmail.com
- Portfolio

PROFILE

I am a UX/UI Designer with 7 years of experience, excelling in Website and Mobile Application UI design. I specialize in developing Design Systems, Component Libraries, and Design Guidelines.

I have experience working on numerous significant projects and collaborate effectively with various teams, including Developers, Product Owners, and Stakeholders.

My strength lies in user-centric design, creating solutions that are both aesthetically pleasing and user-friendly. I am ready to apply my knowledge and experience to further enhance digital products.

EDUCATION

from 2013 - to 2016

NARESUAN UNIVERSITY

Bachelor of Fine and Applied Arts (Innovative Media Design) B.F.A.

SKILLS

- UX/UI DESIGN
- DESIGN SYSTEM
- PROTOTYPING
- GRAPHIC DESIGN
- MOTION GRAPHIC

TOOLS

- FIGMA
- SKETCH
- MIRO
- ADOBE PHOTOSHOP
- ADOBE AFTER EFFECTS

EXPERIENCE

from May 2023 - to Now

Praneat Co., Ltd.

UI DESIGNER

- Plan, analyze requirements, study and understand user and business needs, essential features and functionalities. Research best practices and appropriate design approaches.
- Create a Design System, establish Design Guidelines, Style Guide and shared Core Components, define Design Tokens for typography, colors, and spacing.
- Design User Interface and Visual Design according to Design System, implement Responsive Design for all screen sizes and create Prototype to test User Flow.
- Collaborate with Developer team, present and explain design concepts, provide technical guidance for UI development, help resolve issues during development, and refine designs based on Technical Constraints.

from Aug 2018 - to Nov 2022

iDIN iHIN Co., Ltd.

UX UI DESIGNER

- Conduct User Research and gather customer data to understand needs and problems to be solved. Analyze market competitors to identify strengths and development opportunities.
- Create basic screen structure Wireframes, organize content and functionalities in a clear and understandable layout. Develop Low-fidelity wireframes to show the overall picture.
- Develop Prototype, create Interactive prototype to simulate real usage, define screen navigation and various Interactions.
- Design Visual Design and UI, establish Style guide and Design system, design elements such as colors, buttons, icons, and create complete high-fidelity mockups.
- Collaborate with the Tester team to verify display accuracy across different devices and resolve any issues found.

from Aug 2016 - to Jul 2018

Eibiz Co., Ltd.

GRAPHIC DESIGNER

- Graphic design.
- Design a Digital Signage UI and Directory Signage UI suitable for large display screens, considering visibility from a distance, attracting attention, and ensuring readability.
- Design a Web UI following Responsive design principles to support all screen sizes, design Interactive elements such as buttons, menus, and forms.

from Jun 2016 - to Jul 2016

Sky Media Co., Ltd.

JUNIOR GRAPHIC DESIGNER

- Graphic design.
- Retouch aerial photography for website usage.