
Experience

Microsoft Devices Group – Collaborative Design Studio

Collaborating with Microsoft Devices Group (Surface, Xbox, HoloLens), I designed AI-powered devices to mentally stimulate dogs while owners are not home.

TEAGUE Aviation – Collaborative Design Studio

Collaborating with TEAGUE Aviation, we designed a space tourism experience to reduce conflicts among tourists as they live together in a small confined area for a week.

Designer + Floor Manager Student Technology Loan Program

Designed a new identity and website for STLP to make it easier for students to register, find information and reserve equipment.

Designer (Contract) Tourism Authority of Thailand

Designed the TripNorthern app. In the process, I worked with corporate and governmental stakeholders to address their needs while also advocating for the usability and sensibility of the app.

Design Intern Trio Advertising and Media

Worked on client projects with the Trio team. Primarily focused on creating graphical assets for a client's print book project.

Education

University of Washington
Bachelor of Design, Industrial Design
September 2014 – Present

Courses

Industrial Design

Pet Products and AI (with Microsoft)
Mission to the Moon (with TEAGUE)
Wearables and Collaboration
Materials & Manufacturing
Softgoods and Hardgoods
Form Studies
3D Foundations

Interaction Design

Virtual and Mixed Reality Design
Mobile Application Design
Foundations of Interaction Design
Design Innovation and Society
Rapid Prototyping
Visual Storytelling

References

Michael Kritzer
Founder & Principal,
Always Good Company
michael@alwaysgood.co

Michael was Nirawit's instructor for DESIGN 446: Advanced Industrial Design (Collaborative Studio with Microsoft).

Scott Tsukamaki
Industrial and UX Designer,
Fluke Networks
stsukamaki@gmail.com

Scott was the teaching assistant for DESIGN 207: Design Drawing and DESIGN 213: Prototyping for Designers.