

Nirawit Jittipairoj

Interaction Designer

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## Experience

### Microsoft Devices – Collaborative Design Studio

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

### TEAGUE – Collaborative Design Studio

In a studio class with TEAGUE, I designed a space tourism experience to reduce conflicts among tourists as they live together in a small confined area for a week.

### Designer 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.

### App Designer Tourism Authority of Thailand

Designed a mobile 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 – June 2018

Studied at UW's multidisciplinary design program, primarily focusing on Interaction and Industrial Design.

## Courses

### Interaction Design

Designing for Virtual and Mixed Reality  
Designing for Artificial Intelligence  
Mobile Application Design  
Design Innovation and Society  
Rapid Prototyping  
Visual Storytelling

### 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

## Skills

### Design

Design Research  
Ideation / Concepting  
Storyboarding  
Wireframing  
Design Sketching  
Rapid Prototyping  
Typography

### Technical

Adobe CC  
Sketch  
Figma  
Principle  
Invision  
HTML + CSS