SUMET KLAHAN

UXUI DESIGNER

Contact

Email
klahansumet@gmail.com

LinkedIn
www.linkedin.com/in/sumetklahan

Portfolio
www.sumetklahan.com

Phone
(+66) 90-407-2006

Education

Bachelor of Science
Information Technology for Design
Silpakorn University, Thailand
August 2014 to May 2018

Certification

Foundations of User Experience (UX) Design
Google
Issued Jul 2024

Unlock Skill UXUI (36th)
UXUI STUDIO
Issued Apr 2024

Software

Professional Skill
- Figma
- Adobe Photoshop
- Jira and Confluence
- Microsoft Team
- Unity Engine
- Visual Studio (C#)
- Adobe After Effect
- Gather Town and Discord

Language

Thai - Native speaker
English - Professional working proficiency

Work Experience

UX/UI Designer
CTC Global (Thailand) Ltd. | Mar 2024 – Present
Project: Education Website & Mobile Application
- Conducted UX qualitative research through user interviews and behavior observation to define personas and pain points in the early project stage.
- Created and integrated a design system based on OutSystems UI, aligning with brand identity and ensuring design consistency.
- Collaborated with foreign stakeholders to gather requirements via remote conferences, then designed and delivered responsive website interfaces for desktop and mobile displays.
- Partnered with the BA to create user journey flows, including screen variations and validation logic, to support user stories, functional specs, and Jira acceptance criteria.
- Worked with the SA to understand development limitations and explore UI possibilities within the framework and API structures.
- Coordinated with the QA team to align confirmed designs with UAT test cases and review feedback from production environments.
- Participated in sprint planning and grooming sessions with cross-functional teams to align on design tasks and implementation scope.

UX/UI Designer
Nanuq Studio | Feb 2022 – Oct 2023
- Developed a style guide and conducted research to inform prototype and wireframe creation.
- Created high-fidelity UI art assets and interactive prototypes for production.
- Optimized UI assets into sprite atlases for performance efficiency.
- Designed UI animations for interaction elements and implemented logic through C# scripting.
- Collaborated closely with game design, art, and programming teams to align visuals with gameplay experience.

UI Artist
PIGSSS GAMES Co., Ltd. | Mar 2019 – Jan 2022
- Designed and illustrated in-game UI panels and polished interface assets.
- Optimized assets into nine-sliced, square-based sprite sheets from texture atlases.
- Implemented UI using Unity, building responsive canvas layouts with correct anchoring and auto-sorting for dynamic content.
- Developed smooth UI animations and transitions to enhance interactivity across platforms.