

Chaithawat Saklang

UX/UI Designer

INTRODUCTION

Undergraduate in Applied Computer Science with hands-on experience in enterprise UX/UI design through internships. Proven track record in redesigning complex platforms (CPanel 3.0) to align with corporate design systems. High ability to effectively collaborate with development teams. Seeking a UX/UI Designer or Associate Product Owner.

EDUCATION

KING MONGKUT'S UNIVERSITY OF TECHNOLOGY THONBURI

Bachelor of Science, Applied Computer Science

Expected Graduation: June 2026

SKILLS

DESIGN SKILLS

User Flows, User Story, Wireframe, Prototyping, Design System, Responsive Design

TOOLS

Figma, Motiff, Postman, Git, Docker, Unity, Aseprite

FRAMEWORK & LANGUAGES

Python, JavaScript, TypeScript, React, Next.js, Tailwind CSS, FastAPI

CONTACT

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EXPERIENCE

CANS COMMUNICATION [Internship] Jun 2025 - Dec 2025

UX/UI Designer

- Executed a comprehensive UI redesign for CPanel 3.0 (Cloud PBX & CRM) and CANSCall (Softphone) to align with the corporate Design System, contributing to the development of new UI components.
- Created detailed documentation for Alternative Cases in Notion to facilitate clear communication and support the development team's implementation.

Key Responsibilities :

- CPanel 3.0 :** Designed key modules including CDP, User Management (User Account and Roles & Permissions), Line OA Chat Integration, and Settings (Changelog). Applied a Desktop-first approach (1024px+) and Responsive Design (325px - 1024px) for specific modules such as Sign In and Phone (WebRTC).
- CANSCall :** Designed user-centric interfaces for Authentication, Call History, and User Profiles.

KLONGYAA [Outsource] Jun 2024 - Dec 2024

[Github](#)

Software Developer

- Designed a user-friendly interface for a smart medicine cabinet specifically tailored for elderly usability.
- Developed the hardware-software integration using Python on Raspberry Pi to ensure real-time notification accuracy.

PROJECTS

SWORD AND SPOON [Senior Project] Nov 2025 - Present

[Notion](#)

Project Manager, Game Developer

- An educational RPG integrating culinary crafting and restaurant management with financial bookkeeping to teach players accounting principles in a simulated economy.

Key Responsibilities :

- Managed the product backlog using Notion (Epics and Stories) and developed core combat mechanics using Unity (C#).
- Designed intuitive UI/UX for the restaurant management and financial bookkeeping modules to ensure complex concepts are easily understandable.

KIDNEYCARE [SE Project] Aug 2024 - Apr 2025

[Github](#) [Figma](#)

UX/UI Designer and Developer

- A comprehensive health platform offering AI meal planning and medication reminders, developed using a Next.js frontend, a Rust backend, and deployed on Fly.io.

Key Responsibilities :

- Designed the UX/UI using Figma and developed intuitive frontend interfaces for the Pill Reminder and AI-driven modules.
- Crafted intuitive, user-centric flows for AI Ingredient Detection and Meal Recommendations; streamlined recipe discovery via a scanning interface to reduce cognitive load and simplify complex nutritional data into actionable plans.

FINDER [Capstone Project] Jan 2024 - Jun 2024

[Github](#) [Figma](#)

UX/UI Designer and Developer

- A Lost & Found web application for KMUTT utilizing Object Detection technology to automatically identify item categories (e.g., bags, phones) and filter search results, making the search faster and more accurate.

Key Responsibilities :

- Designed the UX/UI using Figma and developed the frontend utilizing Next.js and Tailwind CSS.
- Implemented the Object Detection system to automate the categorization of lost items.