Klos (Klaus) Wasanapitanon

Product designer

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PROFILE

Product designer in Melbourne, working end-to-end from research and design through to production code. Research decides what ships; craft and engineering make sure it holds together for the person on the other side of the screen.

EXPERIENCE

Product Designer | Vision Verse | Contract, Remote (Sydney, Australia)

August 2025 – March 2026

Psychology quiz game project [Live]

- Scoped the project by breaking deliverables into actionable tasks with clear milestones and timelines.
- Conducted user and market research to inform design direction, illustration style, and creative decisions.
- Defined a visual language, including a mood board, character guidelines, and illustration framework.
- Designed the end-to-end quiz experience, including user flows, wireframes, illustrations, and interface components, ensuring visual consistency and a measurable satisfaction benchmark across 15+ screens and 14 interface components.
- Utilised AI-assisted coding tools to prototype and manage quiz logic, translating design interactions into working functionality.
- Delivered front-end development using Next.js, Tailwind CSS, and Prisma, deployed to production via Vercel with a custom domain**,** and validated through cross-platform testing within two weeks**.**

Multidisciplinary Designer | Yindee Design Co., Ltd. | Bangkok, Thailand

October 2019 – March 2022

- Designed and prototyped solutions across diverse client briefs, spanning 2D, 3D, packaging, products, and exhibition booths, managing material specifications, supplier coordination, and the full production process end-to-end.
- Conducted competitor analysis and design storytelling research to establish comprehensive design guidelines aligned with market trends, ensuring authentic and commercially relevant outcomes.
- Provided cross-functional design support across teams while self-directing rapid upskilling in web design, UX, and 3D rendering to meet evolving project demands.

PROJECT

Forception: Muscle-Sensing Wearable for Climbers — *First Runner-Up* | Capricorn Productathon 2026

SEP 2026 · Product Designer, physical device · Team of 5 · 3 weeks · ***Melbourne, Australia***

- Identified a gap in camera-based climbing tools: they show how a climber moves but not how hard the forearm is working. This shaped a combined phone-camera and forearm-sensor product synced in one app.
- Iterated through 5 prototypes in 2 weeks, with a 2–6-hour loop from design change to on-arm testing, turning engineering constraints into each next version.
- Redesigned from test findings, aligned the muscle sensor with the muscle line, angled the proximity sensor 15° for a clear view of the wall, and gave the start/stop button its own end unit so climbers could find it without looking.
- Field-tested with a climber at a gym, confirming comfort and usefulness for guiding training, and documented a key limitation on forearm-heavy climbs.
- Placed top 3 of 14 teams judged by industry panelists from Australia and the US; edited both pitch videos and refined the presentation.

Personal portfolio | klausw.com

- Designed and shipped a personal site as a token-based design system, including light and dark modes, a component gallery, and case-study templates, supporting 9 projects without custom-coding each one
- Used Claude and Cursor to create initial layouts, then rebuilt by eye, treating AI output as a structural starting point, not a final design
- Retained full authorship over type, colour, pacing, and motion; explored AI-assisted design–build workflows without ceding creative control

Dementia Wandering Detection | UX research and usability evaluation | 2024, re-analysed 2026

- Conducted user research with the team to define requirements and identify the optimal direction.
- Led non-design team members through Figma to collaboratively build the initial prototype, then developed a high-fidelity version validated across three peer reviews and one tutor evaluation.
- Designed and ran the mixed-methods usability evaluation: eight tasks against pre-set targets, questionnaires, remote sessions, interviews, and the report received a SUS 81.5; six of eight tasks passed.
- Re-analysed the 2024 data in 2026 as a trust and safety problem, collapsing eight task issues into three root causes that now brief the redesign in progress.

Expansion Strategy for Australians 50+ Hackathon — *Winner* | Swinburne x Practera x VirtualCC
June 2025 · Team of 5 · 16-hour sprint · ***Melbourne, Australia***

- Reframed a brief on isolation, care-system strain and an underemployed 50+ workforce into Daylight Care, a phone-based dementia and post-discharge care service.
- Matched VirtualCC's 50+ workers, skilled in routine tasks, to the routine care needs of 400,000+ Australians living with dementia.
- Synthesised research with a five-person cross-disciplinary team into a Lean Canvas pitch, placing first of 8 teams in a 16-hour sprint.

EDUCATION

Master of Information Technology | *Specialisation in Software Development*
Swinburne University of Technology | **Hawthorn, Australia** | *FEB 2024 – DEC 2025* | GPA: *3.625*/4

Bachelor of Decorative Art (Design) | *Department of Product Design*
Silpakorn University | **Bangkok, Thailand** | *MAY 2015 – MAY 2019* | GPA: *3.28*/4

TECHNICAL SKILLS

Research: User Research · Competitive Analysis · Information Architecture · Design Thinking · Usability Testing · User-Centred Strategy · Stakeholder Communication

Design: UX/UI Design · Wireframing · Prototyping · High-Fidelity UI · User Flows · Design Systems · Visual Design · Illustration · 3D and physical prototyping · Multimedia Design

Tools: Figma · Adobe Illustrator · Adobe Photoshop · Adobe InDesign · Procreate · Rhinoceros 3D · Cursor

Front-End & Technical: React.js · Next.js · HTML · Tailwind CSS · JavaScript · Prisma · Git/GitHub · Cross-Platform Testing · Production Deployment

Soft Skills: Cross-functional Collaboration · Presentation · Empathy · Agile Teamwork · AI-Augmented Development · Rapid Upskilling

LANGUAGES

Thai (Native), **English** (IELTS: 7 Overall)

INTERESTS

Hiking, Cooking, Meditation, Reading, Swimming