



## Contact—

T.(NYC) +1(347) 771 2705  
nitcha.fame@gmail.com  
nitchafa.me

## NITCHA (FAME) TOTHONG

Nitcha Fame Tothong is a multidisciplinary designer, artist, and technologist whose work ranges from material sculpture, frame-by-frame animation to custom electronics. Her work focused on cross-medium pollination, and the juxtaposition between digital and analog that inform each other, practices in visual language as well as physical media both in craft material and electronic computation.

### Education—

School for Poetic Computation  
Spring 2018

Parsons School of Design, New York  
MFA Design and Technology  
2014—2016

Rangsit University, Bangkok  
BA Visual Communication Design  
2005—2009

### Proficiency—

#### Abilities

- Strong experience in team work.
- Ability to meet tight deadlines
- Experience with design research methods

#### Design Skills

Art direction, Visual design, Calligraphy,  
Character design, Narrative,  
Cel animation, Motion graphic, Filming,  
Printed design, Papercraft, Rapid prototype

#### Technical Skills

Adobe—Photoshop, Illustration, After Effects, Premiere,  
Processing(Java), Arduino(C), Openframeworks(C++)  
Unity(C#), Rhino

### Work Experiences—

Art director, designer  
Anyways, Here's the Thing  
Nov 2016—Present

Research Assistant in animation  
Parsons School of Design  
Jan 2016—May 2016

Duckunit | Bangkok, Thailand  
Freelance graphic designer and animator  
Feb 2012—May 2013

Huaglom | Bangkok, Thailand  
Director, animator and designer  
Feb 2011—Mar 2012

Whiteline Studio | Bangkok, Thailand  
Freelance motion designer  
2011

B.O.R.E.D design | Bangkok, Thailand  
Intern designer  
Mar 2008—Jun 2008

### Awards & Recognition—

International Symposium on  
Wearable Computers (ISWC) 2017  
Design Exhibition Finalists for Atta—matic: mind the body

Fast Company's World Changing Ideas 2017  
Finalists for Atta—matic: mind the body

Adobe Design Achievement Awards 2015  
Semifinalist for Lucid: you are dreaming

Degree show 2009 by Art4d, Thailand  
Jury's selected Animation for Rest(less)