Sarunyoo Rueagmunjit

Principal Product Designer

I've been working as a designer since graduating. I've always been passionate about user interfaces and creating interactive experiences with meaningful, delightful interactions. Early in my career, I had the opportunity to dive deeper into user experience—not just how interfaces look, but how they feel and function.

I've had the privilege to work with amazing people—those who are truly exceptional at what they do. It's been a healthy, fulfilling journey in my career.

Along the way, I've learned and grown a lot. I've had the chance to design a wide range of products and discovered that design is, at its core, a study of people.

I'm grateful to all the talented individuals who have influenced my perspective and helped shape me into a better designer.

Work Experience.

NocNoc, Principal Product Designer
2024 – Present

As a Principal Product Designer, I work across multiple projects. In 2024, I led the redesign of our website, collaboratively launched our design system, and started building reusable components together. On top of that, I also worked on an internal tool to help make our design workflow smoother and easier for everyone on the team.

NocNoc, Senior Product Designer
Late 2020 – 2024

I joined NocNoc as a Senior Product Designer. My first project was to build a platform that helps homeowners find handymen. That experience shaped my attention to detail and taught me how thoughtful design can create meaningful impact for others.

Since then, I've worked on many products that opened up opportunities to better understand both the business and the people behind it.

Mentorship has also become part of my journey. I've had the chance to influence others —even without realizing it at first—and that experience has contributed greatly to my growth as a designer.

Appsynth Asia, Senior UI Designer
2019 – 2020

I joined App Synth Asia, where I had my first opportunity to work alongside a researcher. My project involved enabling users to publish their own blogs on the site, and it was the first time I truly saw how user-generated content (UGC) could create a significant impact on the business.

Aleph labs, Junior Designer
2018 – 2019

I worked my butt off at this design agency, collaborating with a wide range of clients. It taught me what to expect in different environments and helped shape my skills through exposure to a variety of products and industries. Conducting countless user interviews also deepened my understanding of people, allowing me to create more meaningful and human-centered designs.

One vision(Shanghai), UI Artist
2018 (1mo)

It was a contest hosted by the Digital Economy Promotion Agency (DEPA), and my team won. As a result, I had the opportunity to travel to Shanghai, China, and collaborate on a project to create a VR game. I joined the project as an artist, crafting all the visual elements to fit the specific hardware beyond just the VR headset. It was such a fun and rewarding opportunity.

Forviz, Web Designer
Late 2015 – 2018

The beginning of my career was at a digital agency, where I learned how things work, how products are made, and gained hands-on experience working with a variety of clients.