

Sergey Komardenkov

Interaction Designer

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Personal Statement

I am a self-motivated, organized, and responsible individual with a passion for Interaction Design. I combine my technical knowledge with my design skills to build useful and intuitive connections between technology and people.

Being a strong advocate of Human-Centered Design, I create digital and tangible solutions for people's real needs and goals. I enjoy teamwork and find my primary interest in user research, ideation, and prototyping.

Work Experience

UX and Interaction Designer | Lab Wonderful | lab-w.com

01/2016 - now

Leading user research and research analysis, building paper and digital UI prototypes. Working in projects for Telecom companies, banks, and the City Council of Moscow. Preparing and delivering presentations for clients. Teaching Design Thinking methods at workshops.

Interaction Designer and Teacher | Playtronica | playtronica.com

12/2015 - now

Designing new kinds of sound, haptic, and gesture interactions between people and objects in support of Playtronica's motto "Things should sound!". Teaching at tinkering and other workshops.

Interaction Design Student (~MA) Copenhagen Institute of Interaction Design | ciid.dk

01/2015 - 12/2015

Collaborations with IKEA, Barclays, and Copenhagen Municipality. Projects in multiple subjects and disciplines, including Service Design, Speculative Design, physical prototyping, and UI Design.

Usability Engineer and UI Designer | TSYS

08/2013 - 12/2014

Improving usability and creating new UI guidelines for company's leading product (card payment processing and authorization software). Information architecture design, prototyping (paper, Axure), UI design, usability testing.

Interaction Designer, Web Designer and Developer | Freelance

05/2012 - now

Tangible design projects for theater. Completed several web development projects (research, design, implementation in code).

Programmer and Database Architect | TSYS

02/2011 - 08/2013

Oracle database architect and programmer for the backend business logic. Other responsibilities included business and technical requirements analysis, writing technical documentation.

Student (BS) | Rochester Institute of Technology, Rochester, NY

09/2007 - 12/2010

B.Sc (with Highest Honors) in Information Technology

Awards, Talks, and Exhibitions

- Lecturing at the British Higher School of Art and Design, Moscow (2016)
- Presenting "Heat Harvest" and talking about Design Thinking at IDTechEx 2016 conference, Santa Clara, CA (2016)
- Playtronica project "Sounding Slackline" at Garage museum, Moscow (2016)
- CIID project "Heat Harvest" at Space 10 Innovation Lab, Copenhagen (2015)
- RIT Outstanding Undergraduate Award (2010)
- RIT Golisano College of Computing and Information Sciences Dean's List

Places lived

Rochester, NY
Easton, MD
Copenhagen, Denmark
Moscow, Russia

Languages

English (fluent)
French (fluent)
Russian (native)

Skills

Methods

- Design Thinking
- Human-Centered Design
- Brainstorming
- Speculative Design
- Storytelling
- Rapid Prototyping
- Timeboxing

User Research

- Interviewing
- Ethnographic Research
- Guerrilla Research
- Usability Testing
- Co-creation
- Observations-Insights-HMWs-Ideas

Physical prototyping

- Paper
- Arduino
- Laser cutting
- Woodwork

Digital prototyping

- Axure / Invision / Marvel
- Keynote
- Adobe Illustrator / Sketch
- Javascript + CSS3 + HTML5

Plus

- Programming (JS, PHP, PL/SQL)
- Adobe Photoshop, Lightroom, Premiere
- Processing
- Digital/Analog Photography
- Videography
- Theater Improvisation
- Friendliness and sense of humor

Interests and Hobbies:

Digital and Darkroom photography
Acting (theater)
Music (tenor saxophone)
Running
Travel
Dancing (lindy hop)