

# Sergey Komardenkov

## Design Researcher and Product Designer

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### Personal Statement

Being an advocate of human-centered design, I seek to discover true intents and needs of people to tailor solutions towards these. My inspiration lies in field research, in stories which I hear from people, in being in the context and experiencing scenarios by myself.

I strongly believe in teamwork, in listening to the ideas of others, in learning by doing and in thinking with hands. Getting my hands dirty and jumping into quick prototyping is what I always seek in projects I work on.

I see the world as being full of amazing things and interesting puzzles - some created by nature, others created by us. I enjoy the amazing part and keep evolving my skills in solving the puzzles that I encounter.

### Work Experience

#### Lead User Researcher, Designer | Lab Wonderfull | [lab-w.com](http://lab-w.com)

01/2016 - now

Leading design research work in the projects for the broad range of corporate clients in Russia. Assembling and managing research teams, doing research work myself, managing project communications and co-creation activities with the client. Lecturing and facilitating activities at workshops on design thinking and related methods.

#### Interaction Designer, Teacher | Playtronica | [playtronica.com](http://playtronica.com)

12/2015 - now

Creating new kinds of sound, haptic, and gesture interactions in projects for museums, festivals, and corporate clients. Teaching tinkering workshops to kids and adolescents, as well as designing and implementing short educational courses in interaction design and design thinking for schools.

#### Copenhagen Institute of Interaction Design | [ciid.dk](http://ciid.dk)

01/2015 - 12/2015

Together with other students at the Interaction Design Program (Masters), I have done projects in multiple subjects and disciplines, including People-Centered Research, Service Design, Speculative Design, physical prototyping, and UI design. We had opportunities to collaborate with IKEA, Barclays, and Copenhagen Municipality and exhibit our work around the world.

#### Usability Engineer and UI Designer | TSYS | [tsys.com](http://tsys.com)

08/2013 - 12/2014

Improving visual design, usability, and overall user experience with the UI. Leading the effort to establish new UI guidelines. Working on the Information Architecture of the product. Using prototyping techniques (paper, digital) to test ideas with users.

#### Programmer and Database Architect | TSYS | [tsys.com](http://tsys.com)

02/2011 - 08/2013

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

#### Rochester Institute of Technology, Rochester, NY | [rit.edu](http://rit.edu)

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 (2016-2018)
- Presenting CIID project "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)

### Places lived

Rochester (NY) and Easton (MD), USA  
Copenhagen, Denmark  
Moscow, Russia

### Languages

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

### Skills

#### Methods:

- Human-centered Design and Design Thinking
- Service Design
- Storytelling
- Speculative Design

#### People-centered research instruments:

- In-depth interviews
- Ethnographic Research
- Co-creation
- Usability research and evaluation
- Empathy research
- Customer Journey Maps

#### Physical prototyping:

- Rapid prototyping techniques
- Paper and cardboard prototyping
- Laser cutting
- Woodwork

#### Digital prototyping:

- Sketch and Adobe Illustrator
- Axure / InVision / Marvel
- Javascript + CSS3 + HTML5
- Arduino and microelectronics

#### Teamwork skills:

- Listening
- Communicating ideas and knowledge
- Organizing and managing project teams
- Facilitation techniques
- Mentoring new team members

#### Plus:

- Programming (JS, PHP, PL/SQL, Java)
- Adobe (Photoshop, Illustrator, Lightroom)
- Video editing (Adobe Premiere)
- Processing + Arduino
- Digital and analog (film) photography
- Theater improvisation techniques
- Sense of humor that does make you laugh

### Interests and Hobbies

Acting (theater), Music (tenor saxophone), Sports (running, cross-country skiing, snowboarding), Dancing (lindy-hop), Photography and Travel.