

Valery Sibikovsky

Human interface designer

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SOME
WORKS

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I am fascinated by the magical abilities a person acquires when he or she gets the right tool in their possession. My focus is on interfaces that invent new ways of doing things, or give a new perspective and new abilities when they are applied.

Cool Projects

I have created the user interface for HPC (CUDA on Amazon) solution for insurance risks calculations (Monte Carlo). I designed a visual programming environment for using decorated Python functions to develop

simulation jobs and the tool to run them (with debugging and introspection).

Also, I work on user interface concepts for automated aircraft inspection with custom drones: 3D viewport route creation, inspection setup, and flight control.

I have created concepts for the new way of designing and controlling on-stage show automation based on the adaptable procedural assets. This included a series of animated demos and prototypes.

I have designed the user interface for production monitoring to visualize the data coming from PLCs and RFCs. It features a

multivariate exploration tool (time, position, person) for workers' behavior analysis.

Tools I Use

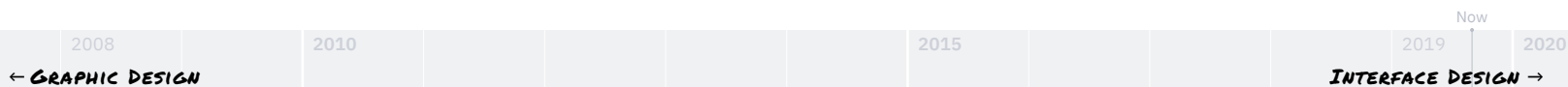
Sketch Illustrator InDesign Photoshop
Antetype Flinto Axure Noodl Principle
Houdini AfterEffects FinalCut Pro X

Programming

I started with a little bit of C years ago (understand what the pointer is), then a bit of Objective-C. Now I can write some JS & React, and some Swift.

JS React HTML CSS Swift

SWIFT!



Qubstudio

Mar 2008 – Sep 2008

SERIOUS ABOUT DESIGN

Decided to be serious about design. Worked on web, print, branding.



ANCIENT TIMES

Worked as: prepress engineer @ small and big printing shops · as a designer @ small design studios and ad agencies · as a school teacher @ private school

Studied: prepress and printing technology · landscape architecture · Russian academic drawing



Art. Lebedev Studio

Sep 2008 – Nov 2008

THE JOB OF MY DREAMS

Got the job of my dreams (at the time) in the coolest and biggest post-USSR design studio.

Worked on corporate style guides, business cards, letterheads, etc. Helped other guys with pre-press and illustrations.



Pieoneers

Apr 2010 – Sep 2014

INTERFACES!

Designed interfaces:

- To support shipping vessels both in port and in the sea (documentation, schedules, appointments, performance, disbursements, etc.).
- For golf competition management.
- For geographically based portfolio management for construction service providers.
- And others.

Worked on concepts:

- To visualize oil shipment.
- Divers salaries calculation.

Plus some graphic and web design work.



Eleks

Jun 2014 – Present

COMPLEX STUFF

My role is to work on things no other designer on staff could handle:

- Visual programming environment to develop and run high-performance computing workflows for the insurance risk simulations.
- Software for the pre-flight inspection with custom-built drones.
- Production monitoring workspace.
- Show automation orchestrator.
- Etc.

I also help other designers on tasks involving data-visualization and sophisticated interactivity.