

Philipp Pisarevskiy – CV

Profile

I am a product design graduate at UAL, world's 6th art and design university, according to QS World University Rankings.

After almost 4 years of practice working with clients on various tasks and gaining international academic experience over several years, I feel confident to take part in your project.

Whether that is a new social service that requires human-centred research, or a product that you want to make to look good and then manufacture, or an app that requires prototyping and evaluation, my range of knowledge and skills may come handy to help you achieve the desired result.

Software

CG: 3ds max, Vray, Keyshot, 3D Coat, Substance Designer, HDR Studio, Maya, Houdini, Unity, Zbrush.

CAD: Solidworks, Rhino, Grasshopper, Alias, CATIA, Siemens NX, Inventor.

2D: Adobe Ps, Ai, Id, Ae, Pr, Dw, Corel.

Skills and interests

Market & user-centred research, analysis, trend forecasting, consulting, advertising and marketing.

CAD and class A modeling, CAM, engineering, design for manufacture, technical drawing to GOST and BSI, modelmaking.

Information technology, science, mathematics, machine learning, programming (Obj-C, C++/#, Swift, Python, PHP, JS, HTML, Matlab, Bash)

And also graphic design, computer graphics, photography, filming, music.

Contacts

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Education

2016 - 2018 – BA (Hons) Product Design, Central Saint Martins College Of Art And Design, 1st Class Honours.

2015 - 2016 – BA (Hons) Product Design, British Higher School Of Art And Design, Moscow.

2014 - 2015 – Foundation In Art And Design, Central Saint Martins College Of Art And Design.

2013 - 2014 – A-levels in Mathematics, Computing and Design & Technology, John Leggott Sixth Form College.

Practice

2016 - present – IT startup co-founder; UX design, systems architect, brand communications, investor relations, Seamless.

2013 - present – Freelance in graphic, product design and CAD.

2011 - 2013 – Media Designer, Computer Supermarket Centre, Orenburg.

Individual works

2017 – Live project for Zumtobel, competition finalist.

Created a range of luminaires, starting from user-centered research, through to resolving technical documentation and engineering. The design was proposing a way to make artificial light more tangible.

2016 – Live project for MTS Russia, 2nd place.

Worked along with a group of students to design a kiosk for a large telecom company. We have proposed a concept for 2020, which has taken the 2nd prize in the competition and was later turned into startup company Seamless, which specialises in retail experience.

2015 – TV channel brand identity for Orenburg Regional Television: invited designer and consultant.

Consulted a local TV channel over rebranding and leading the development towards production of souvenirs and production for broadcast.

2014 - 2016 – Regional brand identity for Orenburg Government: lead designer and consultant.

Together with local government we have developed a brand identity for use in forums and souvenirs, starting with reviewing cultural and historical values of the region. I was invited to work after a public competition, in which my work has taken the first prize.