

# Petr Devaikin

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Portfolio: <http://petrdevaikin.com>

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## Profile

I am an interaction designer and creative technologist with an entrepreneurial mind-set. I have experience in design, development and research work. My biggest passion is exploring the cross-section of technology, art and science and bringing new ideas to live.

## Design and Development Skills

*Design*                Sketch, Adobe CC, InVision, Flinto

*Development*        Processing, openFrameworks, Unity3D  
HTML5, CSS3, Stylus, SASS, JavaScript, jQuery, D3.js, AngularJS, Ionic  
Python/Flask, Node.js, Ruby/Rails, ASP.NET MVP, SQLite, MS SQL  
Arduino, BITalino

## Education

- 2015 – 2018*        **Master of Human Computer Interaction and Design** (double degree)  
*EIT Digital Master School. Paris-Saclay (Paris-Sud), France. TU Berlin, Germany*  
*Master project:* Recognition of Emotional State from Movement Dynamics  
*Major subjects:* Fundamentals of Human Computer interaction, design and evaluation of interactive systems, information visualization, tangible interfaces, situated interaction, multimodal interaction, creative design, affective computing, speech communication
- 2010 – 2012*        **Master of Informatics and Computer Engineering**  
*Bauman Moscow State Technical University, Russia*  
*Major subjects:* neural networks, distributed information processing systems, operating system design, digital signal processing, compiler construction, network protocols
- 2006 – 2010*        **Bachelor of Informatics and Computer Engineering**  
*Bauman Moscow State Technical University, Russia*  
*Major subjects:* fundamentals of computer science, theory of formal languages, animation and computer graphics, object-oriented programming, databases, information security, programming for peripherals

## Work Experience

- Oct. 2017 – present*      **Senior UX Designer and Concept Developer at Mercedes-Benz Innovation Lab** (Berlin, Germany)  
<http://mbition.io>  
Creating digital service concepts for Mercedes-Benz in-car infotainment system, mobile and web applications. Supporting building UX-related processes in the company.
- June 2016 – Dec. 2016*  
*7 months*      **Interaction Design Intern at Artificial Rome** (Berlin, Germany)  
<http://www.artificialrome.com>  
Design and development of interactive web, mobile and VR projects
- May 2015 – May 2016*  
*13 months*      **UX/UI Designer and Front-end Developer at Lobster IT** (London, UK)  
<http://lobster.media>  
Design and development of new features for the company's website
- Dec. 2011 – July 2015*  
*3.5 years*      **Senior Developer at CitySoft** (Moscow, Russia)  
<http://citysoftgroup.ru>  
Creating prototypes and development of complex web, mobile and eHealth systems
- May 2010 – Sept. 2011*  
*18 months*      **Software Developer at Banks Soft Systems** (Moscow, Russia)  
<http://bssys.com>  
Front-end development of online banking systems

## Personal Projects

Full portfolio <http://petrdevaikin.com>  
*Selected for a monthly digest* [Best of the Visualisation Web October 2016](#)

- February 2018*      **X.** Interactive light installation for Futuristic Porn event in Berlin
- Sept. 2016*      **Russian State Duma.** Interactive visualization of the Russian Parliament structure  
<http://petrdevaikin.com/duma/en/>
- February 2016*      **Æ-movement.** Visual representation of [capoeira] movements  
<http://petrdevaikin.com/movement/>

## Extra Information

- Languages*      Russian – native, English – fluent, German – beginner, French – beginner
- Hobbies*      Digital art, sports, urbanism,