

Ruslan Komjakov

Works: <http://komyakov.me>

Available immediately for contract/freelance work.

A digital creative, design / web technology blade runner with over 14 years of experience in producing Tol. Passionate about design aesthetics, clean code, and projects that popularise science.

Skills: Product Design, UX & Design, Creative Direction, Front-end development

Front-end stack: Git, npm, Bower, Composer, Gulp, Stylus/Less, Pug (Jade), AngularJS

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Experience

Product Designer, Wings & Roots [02/2015 – 08/2016]

- Redesigned, developed, and deployed educational website [Reimagine Belonging](#)
- Re-evaluated and redesigned UI/UX
- Refined information architecture
- Developed front and back-end (AngularJS, REST API, WordPress)
- Set up repositories, production and staging servers
- Implemented distributed app (LEMP Stack, Digital Ocean, AWS S3/CloudFront)
- Improved and maintained project's assets file structure and documentation
- Improved workflow of the globally distributed team by implementing Kanban method and introducing tools like Git, Trello, and Slack
- Designed visual identity and public installations
- Co-presented project at GoogleTalks, YouTube, Humanity In Action, and DOK Leipzig Film Festival

Freelance UI/UX Designer / Front-end Developer, Fine Digital [02/2013 – 11/2014]

- Designed microsite for UPC (Switzerland's largest cable company) customer satisfaction campaign
- Designed UI/UX and developed an umbrella website for LDC Group hotels
- Designed, developed and deployed WordPress-based websites

Contract Digital Designer, Future Industries [05/2012 – 03/2013]

- Developed visual identity for *Flykk* — a location-based gaming app
- Designed the app promotional website
- Designed visual assets for in-app games (icons, banners, etc)
- Designed UI for MVP
- Presented the project at Collision tech conference in Las Vegas in 2015

Contract Digital Art Director, Versio2 [01/2011 – 11/2011]

- Art Directed and designed websites and landing pages
- Worked closely with UX Designer to develop digital concepts and prototypes
- Worked closely with front-end engineers to ensure quality of end products
- Mentored Junior Designers

Creative Director / Co-Founder, MediaWorks [05/2006 – 01/2010]

- Worked directly with clients to meet digital marketing, branding, and web presence needs
- Conceptualized and produced websites, corporate identities, print materials, and advertisement campaigns
- Art Directed freelance designers, illustrators, and copywriters
- Managed project accounts
- Designed UI for custom CMS
- Designed, co-produced, and launched a social platform *Vaatamind*

Head of Product, Skyplex Int. [10/2007 – 05/2009]

- Developed product vision and strategy for a collaborative blog platform *Alufug*
- Led cross-functional team of developers and content producers
- Conducted market research

Graphic and Web Designer, Custom Media Agency [03/2005 – 05/2006]

- Designed dozens of websites and web application UI for Estonia's largest digital agency
- Worked closely with back-end engineers designing UI for CMS and intranets
- Designed corporate identities, advertising campaigns, and print materials
- Designed the Estonian Academy Of Arts website

Projects

Reimagine Belonging [02/2015 – 06/2016]

Product Designer / Web Developer

A non-profit educational project and a web-based tool for discussion about the history of human migration, citizenship & identity, Reimagine Belonging successfully combines great artistic vision, rich media content, modern technology, and a social initiative. The project was presented at Google and YouTube Headquarters and featured in exhibitions at Parsons School of Design and DOK Leipzig Film Festival.

Keywords: Product Design, UX/UI Design, Information Architecture, HTML5, CSS3, PHP, REST API, AngularJS

[Website](#) | [View project](#) | [GitHub](#)

Discovering Pluto [12/2014 - 07/2014]

Project Lead, Creative Director

An open source interactive timeline, Discovering Pluto, tells a story of the search, discovery, and exploration of Pluto, a dwarf planet on the edge of the Solar System. The project was initiated by a group of independent creatives to pay a tribute to the historical New Horizons mission Pluto flyby in 2014. The goal of the project is to popularize scientific knowledge and to inspire further space exploration.

Keywords: Art Direction, Project Management, Prototyping, Graphic Design, Social Media Strategy

[View project](#) | [GitHub](#)

LDC Italian Luxury Hotels Website [08/2014 – 11/2014]

UI/UX Designer, Web Developer

An umbrella website that provides the same user experience and interface for seven luxury hotels that belong to the LDC Hotels Group. The website is distinguished by and multi-layout templates, heavily utilizing high-quality images,

icons, and beautiful typography.

Keywords: UX/UI Design, Front-end development, Bootstrap, WordPress, Capistrano deployment

[Website](#)

Flykk [05/2012 – 03/2013]

Art Director, Graphic & UI Designer

Flykk is an app for location-based games for iPhone and Android. I was hired by Future Industries Inc. to art direct the visual communication for their new mobile app and website. I designed the logotype, a set of icons for in-app games, the website, and general visual style. In 2015 I participated in a presentation of the app at Collision tech conference in Las Vegas.

Keywords: UI Design, Graphic Design

[View project](#)

Keywords

Product Design, Art Direction, Visual Design, UI/UX Design, Interaction Design, Concept Design, Prototype Design, Information Architecture, Front-end Development, HTML (Pug/Jade), CSS (Stylus, Less, Sass), JavaScript (AngularJS), GSAP (GreenSock), PHP, Composer, WordPress, REST API, Capistrano, Git