



Design Portfolio

VIACHESLAV UKOLOV

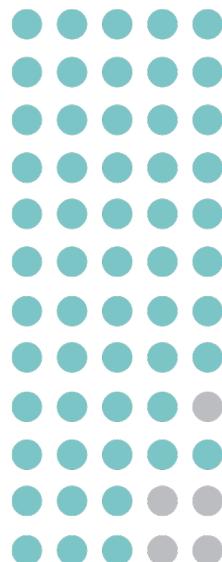


Looking for a designer? Search no further, because I am ready for the job. With expert knowledge of design process, I will step in to make an immediate contribution and become a valuable asset to any project.

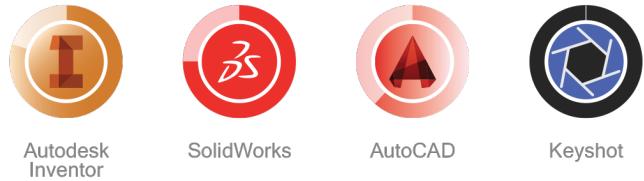
SlavaUkolov@gmail.com
+82 10-9743-9301

Skills

User Interface
User Experience
Interaction Design
Product Design
Graphic Design
Web Design
Brand Identity
Packaging Design
CAD Modeling
Programing
Visual Design
Human Factors

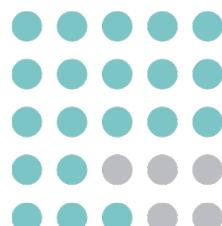


Software



Languages

🇬🇧 English
🇷🇺 Russian
🇺🇦 Ukrainian
🇰🇷 Korean
🇵🇱 Polish



Interests

Rising Technology | Startups | Research | Drawing | Music | Video Games

WHAT'S INSIDE

01

Swing Chair

02

Tools for Women

03

Original Me

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Printing Drone

05

Chicken Invasion

06

Flip-flip flipper

07

SEEYA Stress!
Anti-stress System

08

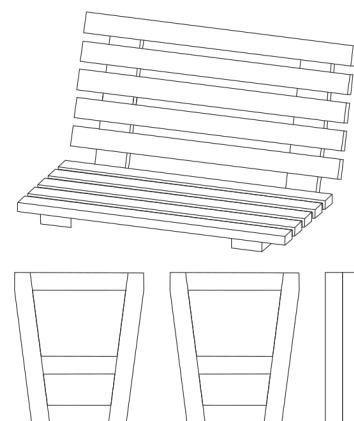
Crowd Sharing
Android App

09



SWING CHAIR

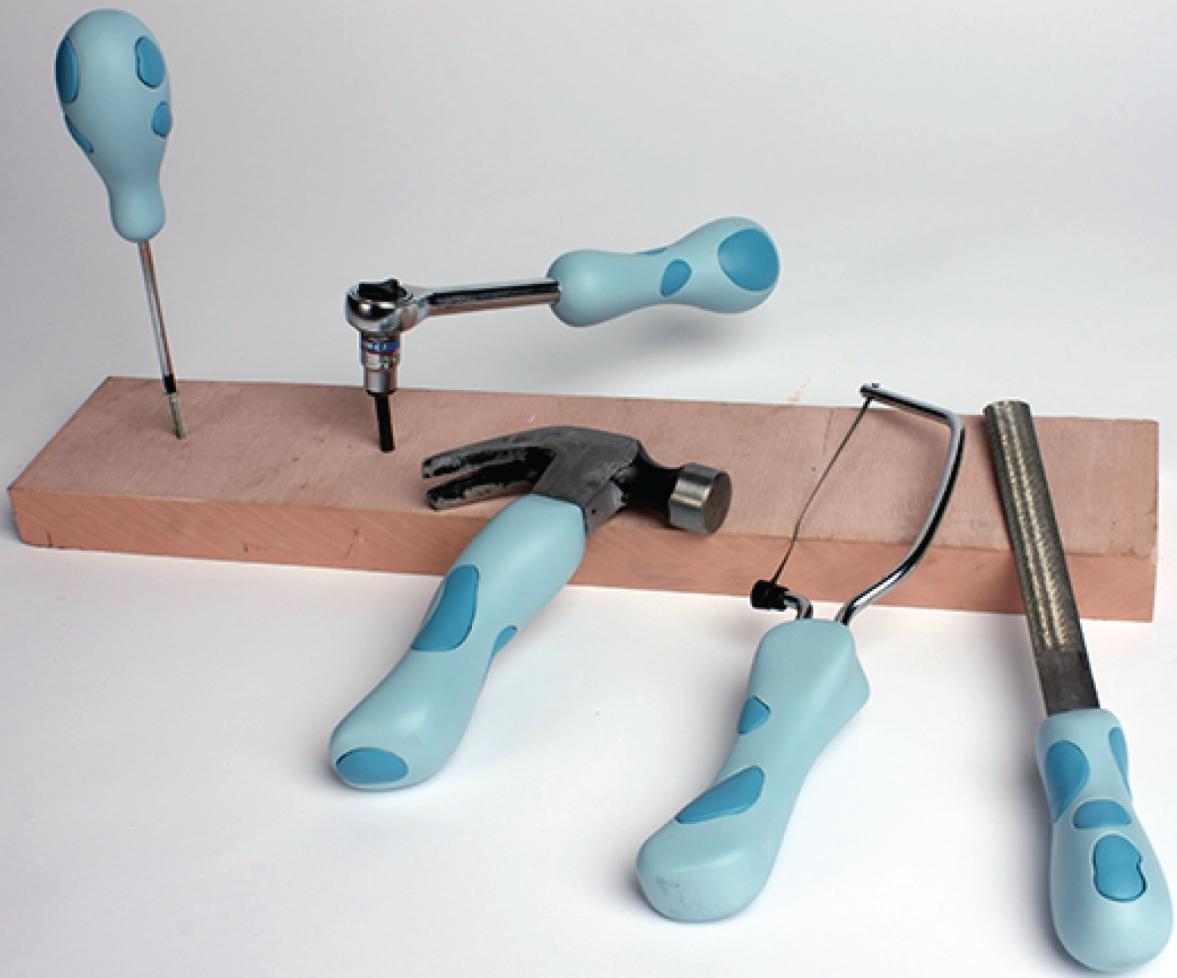
People are in motion all the time. It is impossible to keep one posture even when we are asleep. Based on swing for kids we designed and developed a chair which can satisfy our nature. Please, follow the QR code to check out our video about it.



DETAILS

700x50 mm	
750x80 mm	
716x80 mm	
458.6x80 mm	

299.3x80 mm	
400x80 mm	
358.7x80 mm	
800x24 mm	



WORKSHOP TOOLS For women

This set of tools is a result of a great team effort. It was developed in response to the growing demand of women wanting their own quality tools, as well as our vision to give back to causes we are passionate about through our Dalmatian Pattern initiative. Our team focused on [ergonomics](#), [user experience](#) and [design](#) to provide tools that are effective, lightweight, durable, high-quality and comfortable for women.

The kit consists of five tools: **screwdriver**, **ratchet**, **hammer**, **saw**, **file**.





Original Me

Original Me is a cell phone cover designed for real-time communication. It allows you to share thoughts and feelings via self-made sketches. Talk to the loved ones by doodling, use Original Me as a canvas for your communication.

Scenarios



Cindy is Rihanna's fan. She went to her concert where she got lucky, because Rihanna took a selfie with her.

Later Cindy saw the selfie on her phone cover. She was excited, but not surprised, it was not the first time that Rihanna used Original Me to send communicate with her fans.

The user X is in love with the user Y and wants to express his feelings. X uses Original Me to send his doodling to Y in realtime.

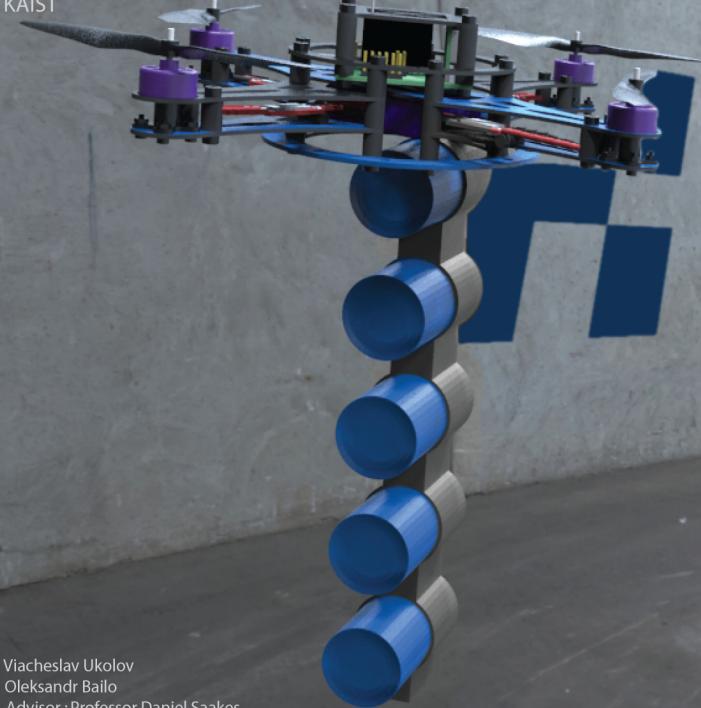
Y also likes X, but waits for his first move. She sees a message on her phone cover and becomes happy. She replies to X in the same manner.

Therefore, communication begins.



Details

Communication evolved with time. To share our thoughts we used sound, light, birds, post mail, etc.. Truly rapid evolution began in digital era. A number of modern services and tools were developed in the past few decades and retro style communication did not have a chance for survival. Still, we prefer hand-writing or painting to express our emotions.

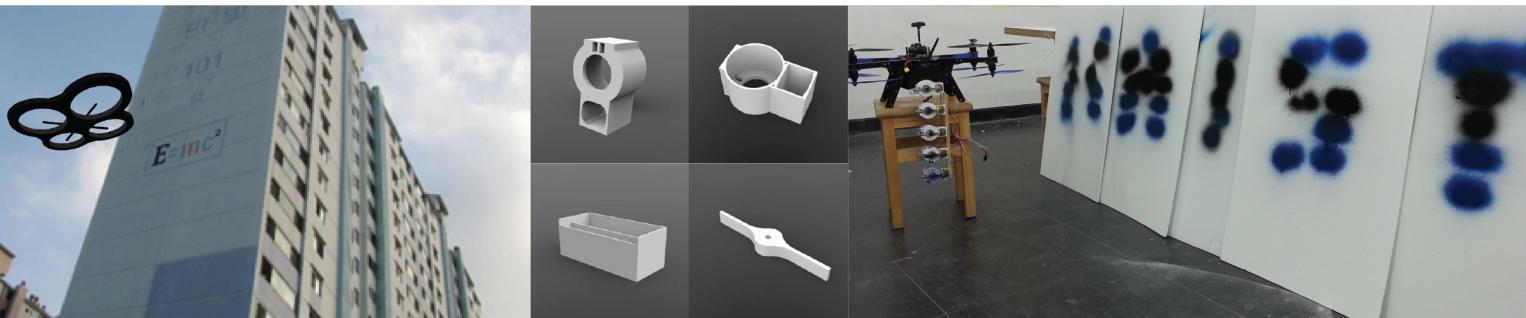


Viacheslav Ukolov
Oleksandr Bailo
Advisor : Professor Daniel Saakes

Automatized Wall Painting Drone

Description

We developed a drone that is able to draw pre-decided images on a wall on an automated basis without human interaction apart from the picture input. An array of computationally actuated spray-cans is attached under the quadcopter and release paint as the drone flies along a surface. Results demonstrate that our approach is promising and that it is safer and more cost effective compared to human painters.



Details

The drone received input (text) from the ground station through wireless communication. Once input is received the drone is moved to the location the drawing has to be completed and starts moving to the right, and depending on its location from the wall on the left, appropriate solenoids are actuated. The final test of our Automatized Wall Painting drone is shown above. The intention was to draw "KAIST" on the wall in laboratory conditions. The image is easily identifiable and presents good accuracy. Despite of our efforts to produce high quality image, some errors in drawing can be identified.



life+1



Viacheslav Ukolov
Daniel Shafiei Karaji
Sae Hun Chung

Follow the QR code to check out our Chicken Invasion trailer

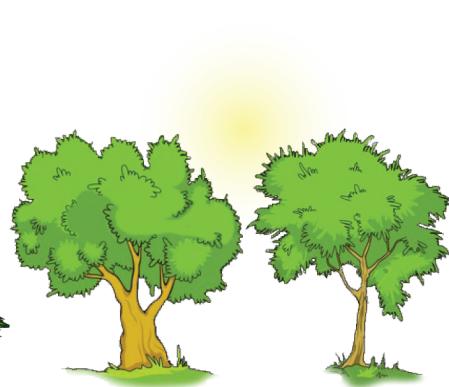


Chicken Invasion

Chicken Invasion is an interactive first player shooter game.
Use your own hands to aim and exterminate enemies.

Every time you kill a chicken you get points.
Lose life every time a chicken gets to you.
You can also get lifes by killing wishes birds.

LEAP MOTION  Arduino  Processing



flip-flop



flip it up.

RESEARCH PLAN:

SEEYA,
STRESS!

01 Abstract

- About stress
- How does stress effect our body?
- Categorizing trends for stress factor
- Background & Method research

02 Design Brief

- Project Brief
- Why stress?
- What to achieve?
- Design issues

03 Context & User study

- Plans for Context & User Study
- What do we choose?
- How do we choose?

04 Primary Research

- Details of Each Method
 - Interview
 - Parties Involved
 - Stress Graph
 - Picture Diagram
 - Survey of Types of Office Space
 - Monitor Box (Graffiti Walls)
- Method Diagram
- Pilot Test
 - Pilot Test Result - Interview
 - Pilot Test Result - Office Space
 - Pilot Test Result - Journal
 - Pilot Test Result - Monitor Box

05 Research Overview

- Methods Overview
- Result Infographics
- Research Findings

06 Insights

07 Idea & Concept Generation

- System diagram
- Cognitive mapping
- Stakeholder map
- Functional Requirement
- Personas

Concept 01

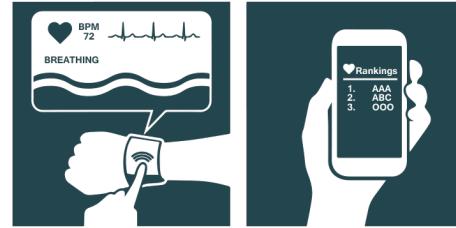
Concept 02

Concept 03

08 Final Design

- Technology
- App

Concept 01



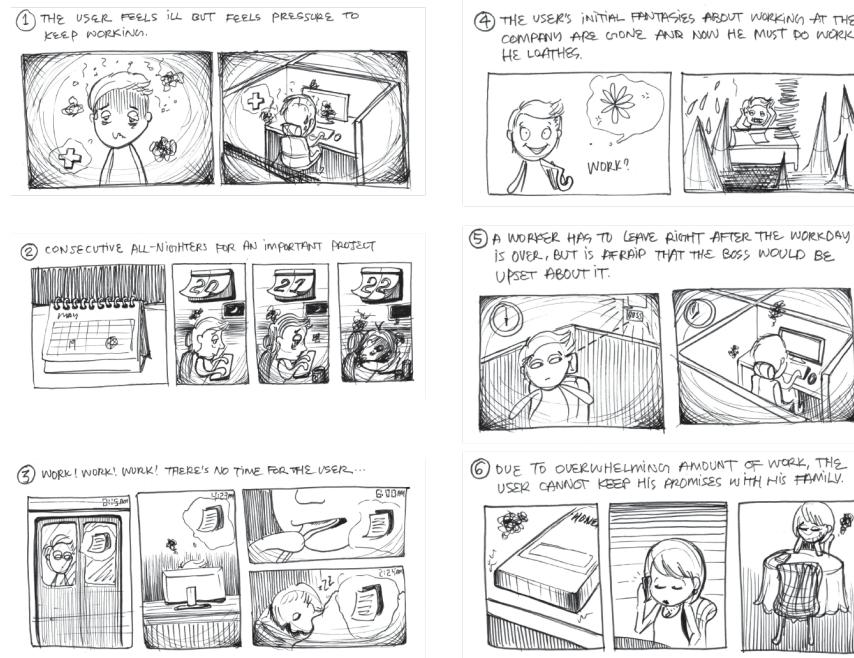
Concept 02



Concept 03



Scenarios



Final Design

As final design we created an aesthetic model of the hardware and a stress managing app interface for iOS

Please follow the QR code to see our research report





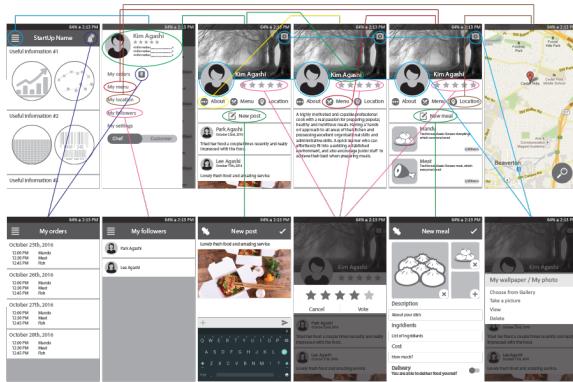
Research info

User Interface (UI)

The project was broken down into major and minor functions. For each functions we researched and enreached ten to fifteen models to make UI as user friendly as it is possible

User Experience (UX)

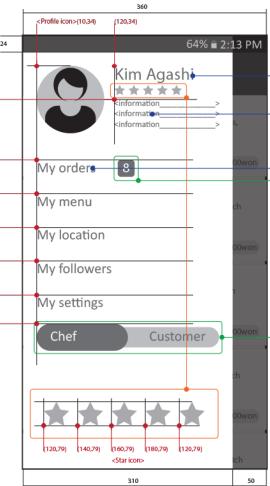
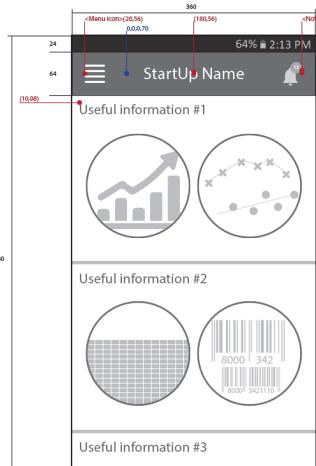
User Personas, Focus Groups, Interviews & Surveys, Usability Testing, Eyetracking, Use Cases and Scenarios, Concept Testing, Storyboards, True-Intent Studies



Start Page

Menu Page

My Profile



My Profile -> About

My Menu

My Menu -> New Meal

