TOMASZ (TOMEK) ZEMLA

BRIEF

I work at the intersection of design, technology and visual arts. I create images with code. My professional profile is a combination of computer science and fine arts education, interactive design skills and knowledge of photography. I have been designing and programming user interfaces, applications and websites for a variety of software companies and design studios for over 25 years.

My current interests are focused on creating innovative user interfaces, information design, data visualization, generative art and computational design. I have completed Stanford University Human-Computer Interaction course. My generative art works were recently licensed for inclusion in *KLIOArt* catalogue.

I am based in Montreal, Canada speak English and Polish and have basic fluency in French.

EDUCATION

I studied Computer Science at Warsaw Technical University in Poland (1988-1989) and at Concordia University in Montreal, Canada (1991-1994). I returned to school in recent years to study Computation Arts in the Faculty of Design and Fine Arts at Concordia (2008-2011).

WORK EXPERIENCE

In the early years of my career I gained invaluable practical software development experience working on large scale object oriented software applications on Unix systems. I worked on automated graphical user interface builders at *VisualEdge* and on distributed real-time simulations at *OriginalSim*. Later, I developed Internet and desktop applications for children, working on multimedia software designs at *IM2*, *Kutoka Interactive* and *Polyester Media*. I often served as a communication channel between the creative team and the technologists.

In the following years I freelanced with digital advertising and design studios (*Provokat, PALM, NDi, Cloudraker, Popcode, Mecano, Bos, JKVisual*) on development of websites, multimedia software and marketing campaigns for cultural and corporate institutions. My clients included *Astral Media, Fido, Volkswagen, Discovery Channel, Bell, Reitmans, Formula 1, Bombradier, Just For Laughs Festival* and *Musee d'art contemporain de Montreal*.

Most recently I have been consulting for large corporate clients and innovative startups. I developed prototypes of next generation mobile applications for *Ericsson R&D*, designed social data monitoring software for *Nexalogy Environics* and helped develop interfaces to financial trading systems for *Morgan Stanley*. I also worked on number of data visualization projects at *Datacratic* and Quantum Cyber Defence prototyping experimental interfaces to Big Data.

See www.linkedin.com/in/pixelbox and www.pixelbox.com for more details on my past and current projects.

TECHNICAL SKILLS

JavaScript, TypeScript, WebGL, ThreeJS, Raphael, SVG, D3, Processing, Canvas API, ActionScript, NodeJS, jQuery, MEAN, Heroku, Java, Python, C++, PHP, MySQL, MongoDB, Bootstrap, Foundation, HTML, CSS, XML, JSON, REST, Electron, Flash/Flex/AIR, Sketch, Illustrator, Photoshop, InDesign, Balsamiq, Axure, iOS, Android, SVN, Git, UNIX/Linux, Windows, Mac OS X

514.949.0630   tomek@pixelbox.com   4253 St-Laurent 302 Montreal QC H2W 1Z4   www.pixelbox.com