m.chakirov

" DESIGN IS SO SIMPLE,
THAT'S WHY IT IS SO
COMPLICATED "

- PAUL RAND

Hello, my name is Martin Chakirov.

I'm a multi-disciplinary user experience designer focused on solving any problem thrown in my direction with a positive outlook on life, both socially and professionally.

My foundation comes from solid interaction design knowledge and I have a holistic approach so I use a combination of wireframing, graphic design and prototyping when I want to convey an idea or design.
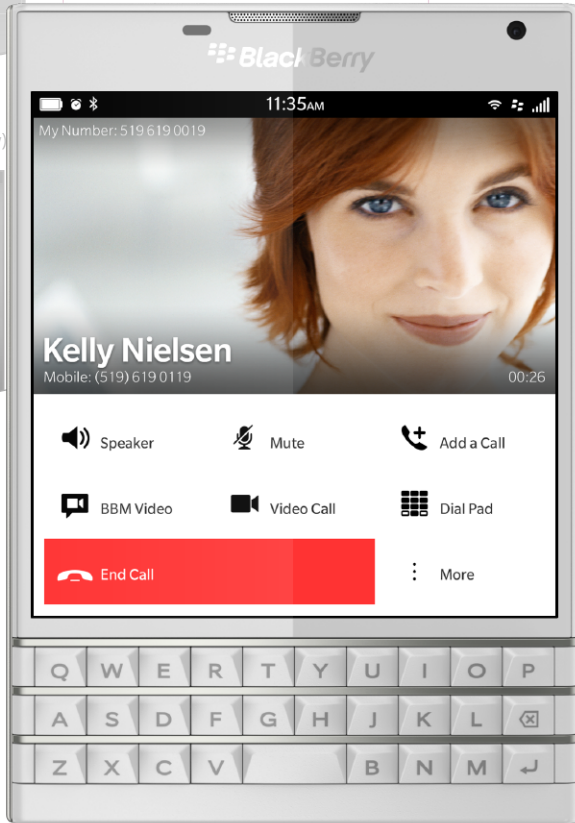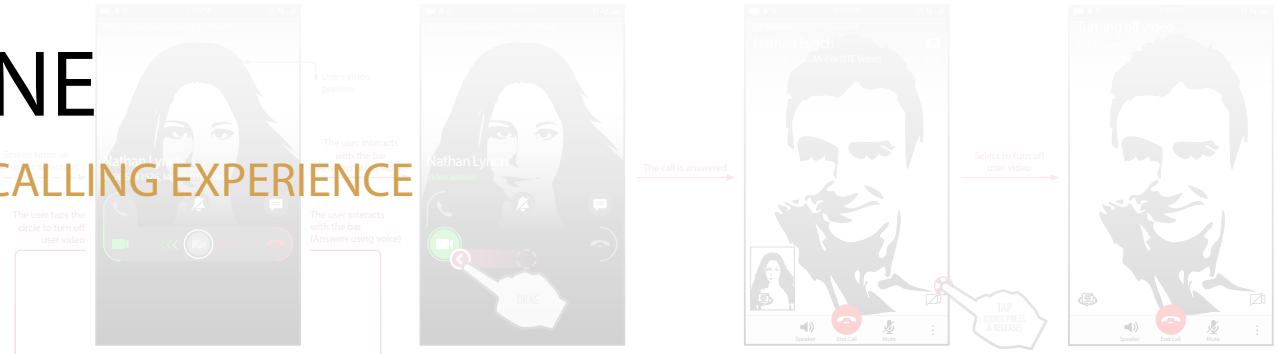
3-8   Blackberry / 2010 - 2015
           Senior Interaction Designer

9-14   TAT / 2007 - 2010
           Interaction Designer

15-20   Personal Projects / 2012 - 2015
           Visual, Illustration, Web design

BlackBerry™

APP DESIGN LEAD / VISUAL WORK

PHONE

## - A NEW CALLING EXPERIENCE

Took over responsibility for the design after the first version of the application of all existing app areas and new features.

Re-designed several areas such as the Incoming Call, Active Call, Dialer and Call log screens to become more understandable and approachable to users.

The first version of the Phone app had a flawed design for answering/decling calls which was revised by me, making the fail-rate decline to almost non-existing figures.

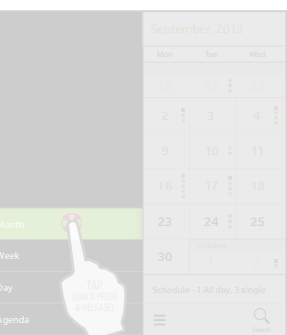This is one of the most prominent apps on any Blackberry Phone currently in market.
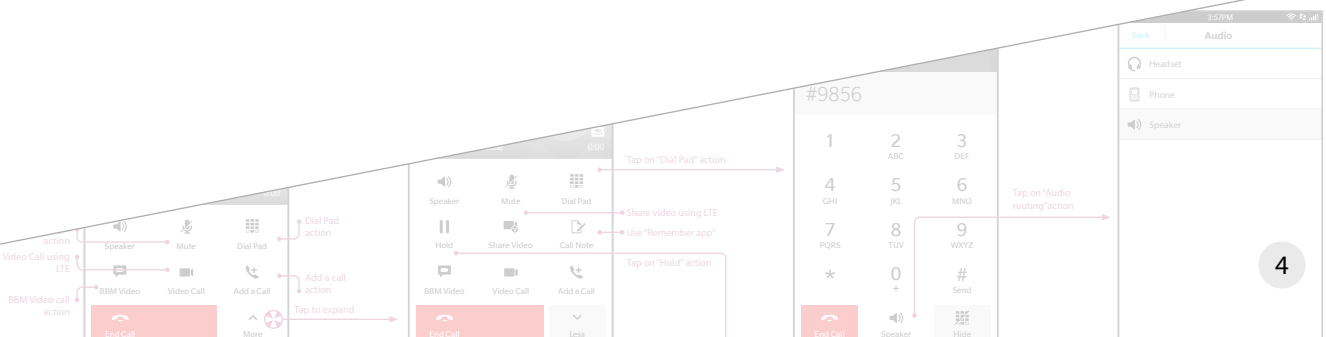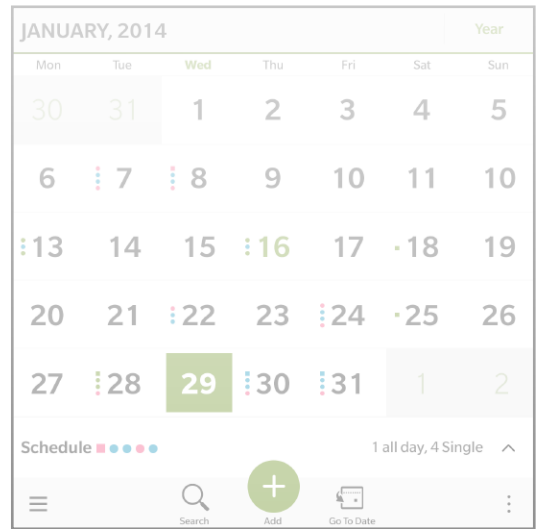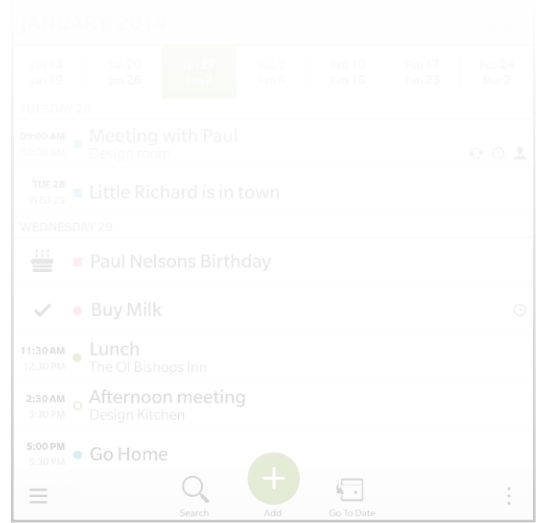
CALENDAR
- A COMPLETE RE-DESIGN

Made a complete re-design of the entire application after the first version was released to be more inline with user needs and expectations.
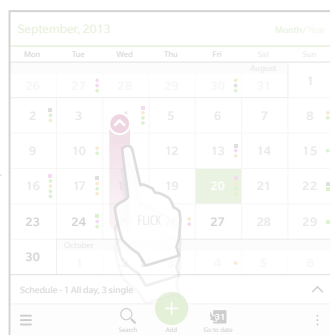
Designed improved Calendar event notifications with ability to handle single/multiple event options.

Added an Agenda view that presents users events, birthdays, tasks and alarms in a combined view which has proved to be very well received.

The app navigation structure was also revised to simplify the way users interact with their content.


JANUARY, 2014 — Year

Mon	Tue	Wed	Thu	Fri	Sat	Sun
30	31	1	2	3	4	5
6	7	8	9	10	11	10
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2

Schedule ■ ■ ■ ■ ■   1 all day, 4 Single

JAN 29 - FEB 2, 2014 — Week 4

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
	27	28	29	30	31	1	2

elects the "Month"-tab from the sidebar to navigate to the month tab.

The current month is shown with all events for the days. Below the month (above actionbar) there is a "Schedule"-area that allows the user to view the schedule for the selected day (in example - current day selected).
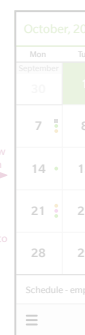
The user has flicked up once to reveal the next month and can now preview that months events. Flicking left or right will allow the user to toggle between viewing either single month or multiple months at once (Year view).

The user is now viewing multiple months at o (Year view). The grid allows the user to quickl jump in time between months. The current month and day are highlighted in the grid.

Month tab (Single month)
- Events shown
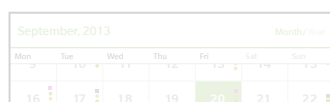
Month tab (Multiple months)
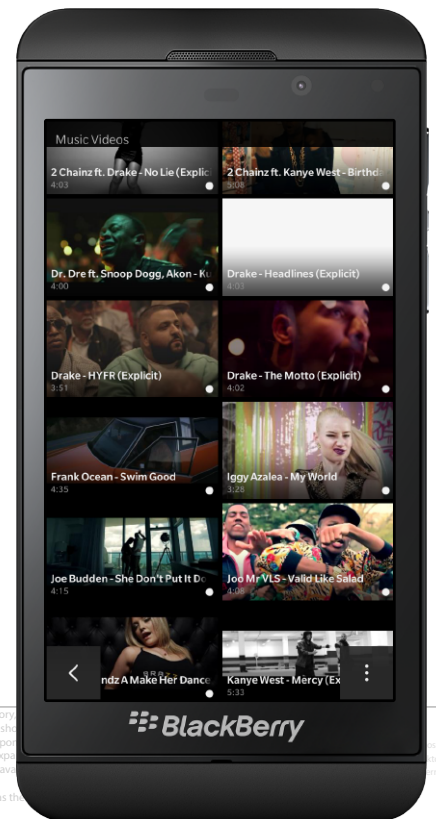- Next set of months
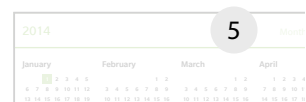
MEDIA EXPERIENCE
- MUSIC & VIDEOS APPS REFRESH

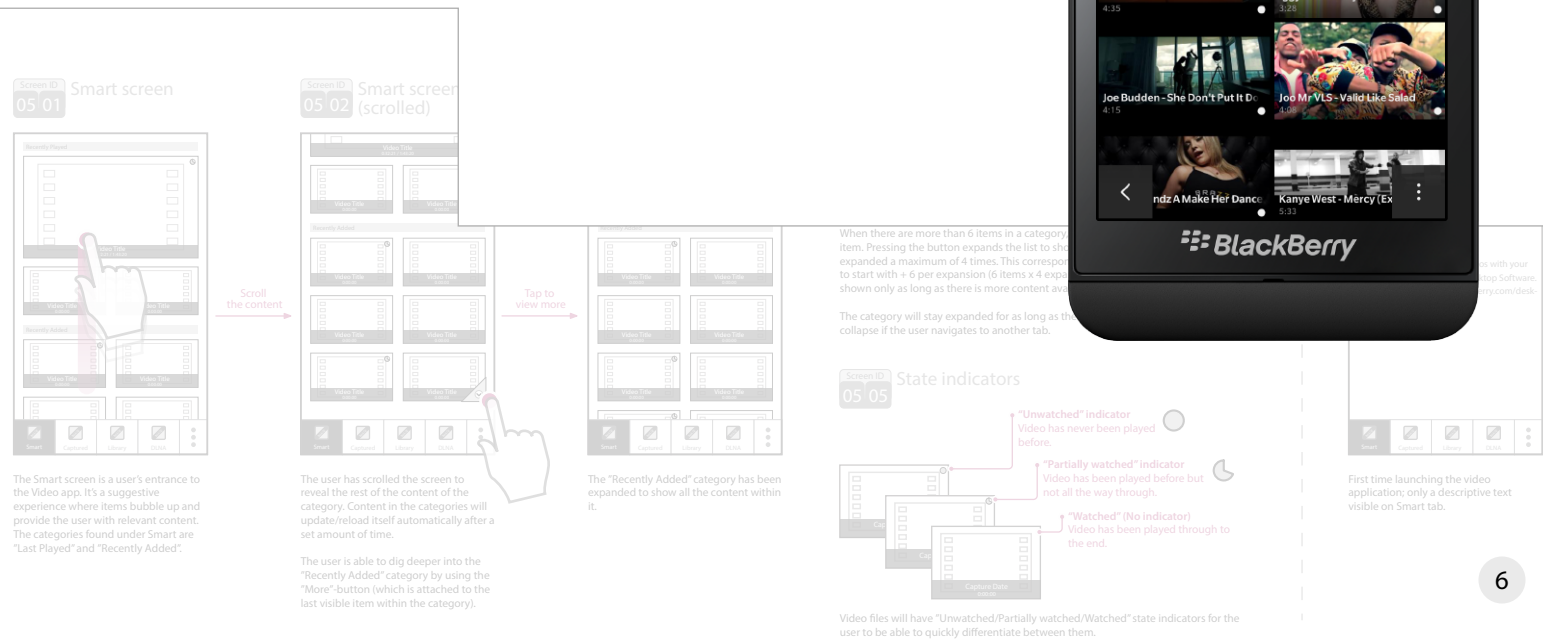Lead designer since day one for both Music and Videos applications.

Designed both with a fresh, more visual approach to the expected navigation structure commonly present in similar apps.

The design of the apps has heavily influenced the Pictures application that I wasn't responsible for.

Both applications have "Smart" behaviors that surface content that could be interesting for the user.

Continued to improve on the design since the first versions were released and both apps have recieved a visual refresh in the latest BB10.3 OS.

DOCS TO GO SUITE
## - PRODUCTIVITY REDEFINED FOR MOBILE
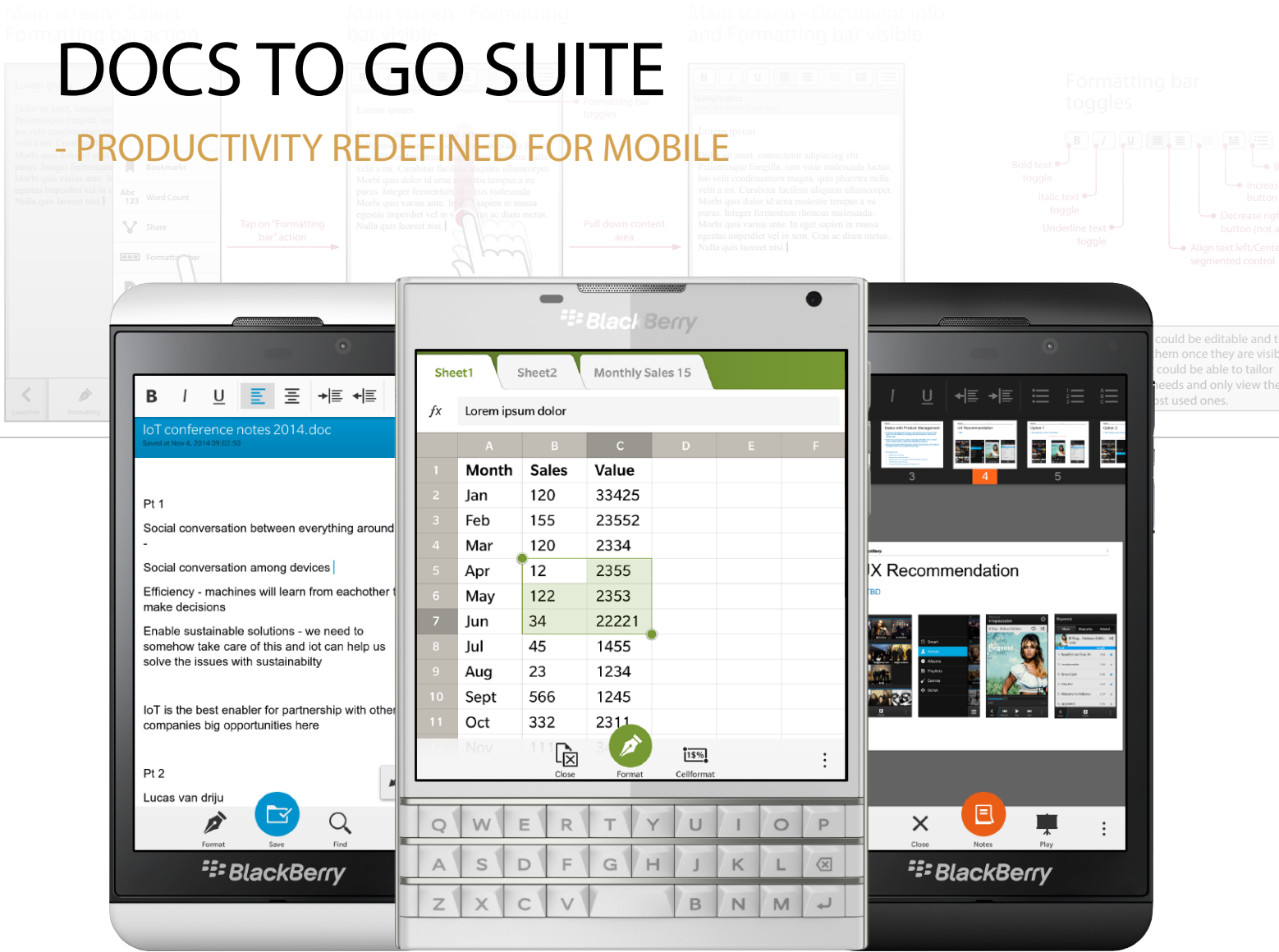
Lead designer since day one for all three applications - Word To Go, Sheets To Go and Powerpoint To Go.

Created feature complete designs for all the applications, allowing for a near desktop-like user experience on mobile when viewing, editing or creating Microsoft Office documents.

The applications are part of the Docs To Go suite of productivity apps, all containing similar concepts for formatting content, viewing details and general app usage.
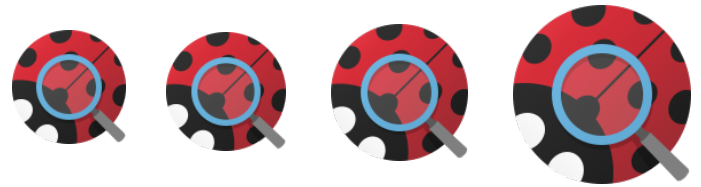
The designs have heavily influenced the same offering on Android, created by a completely different team operating under the DataViz company.

7
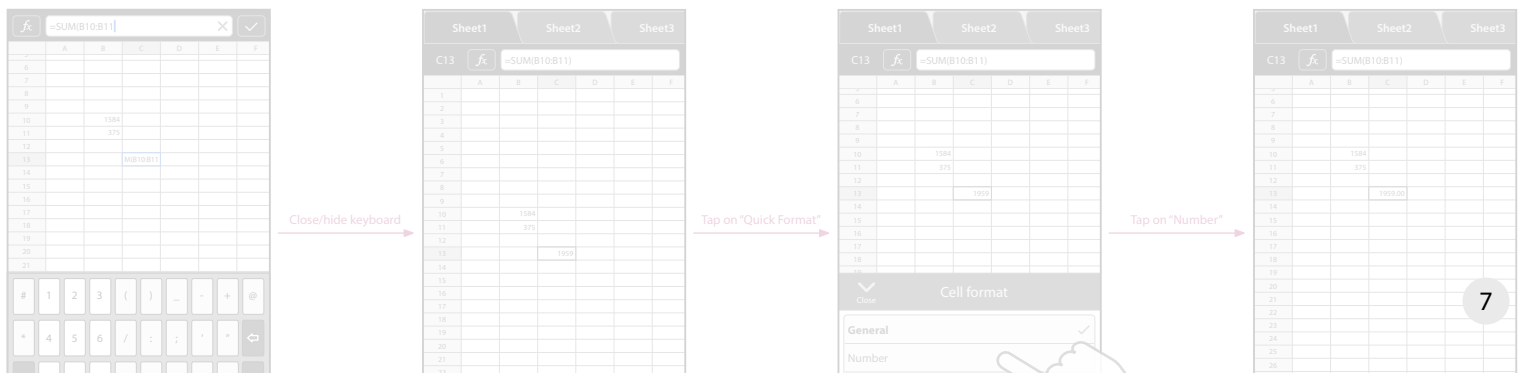
HOMESCREEN APP ICONS

- ADDITIONS, RE-SCALE & POLISH

Made a recent addition of 10 icons to the BB10.3 homescreen app icons that were previously missing from the portfolio.

Went through all original assets for BB10 and re-scaled and re-created a majority of the icons as they were using inconsistent sizes.

Paid careful notice to make sure that all assets were using the exact same treatments no matter the size used.
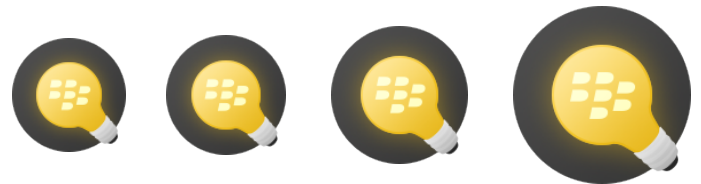
The examples presented below are the icons used on Blackberrys latest OS BB10.3 and some of the icons worked on.

tat
THE ASTONISHING TRIBE

APP DESIGN / CONCEPTUAL WORK

GOOGLE ANDROID

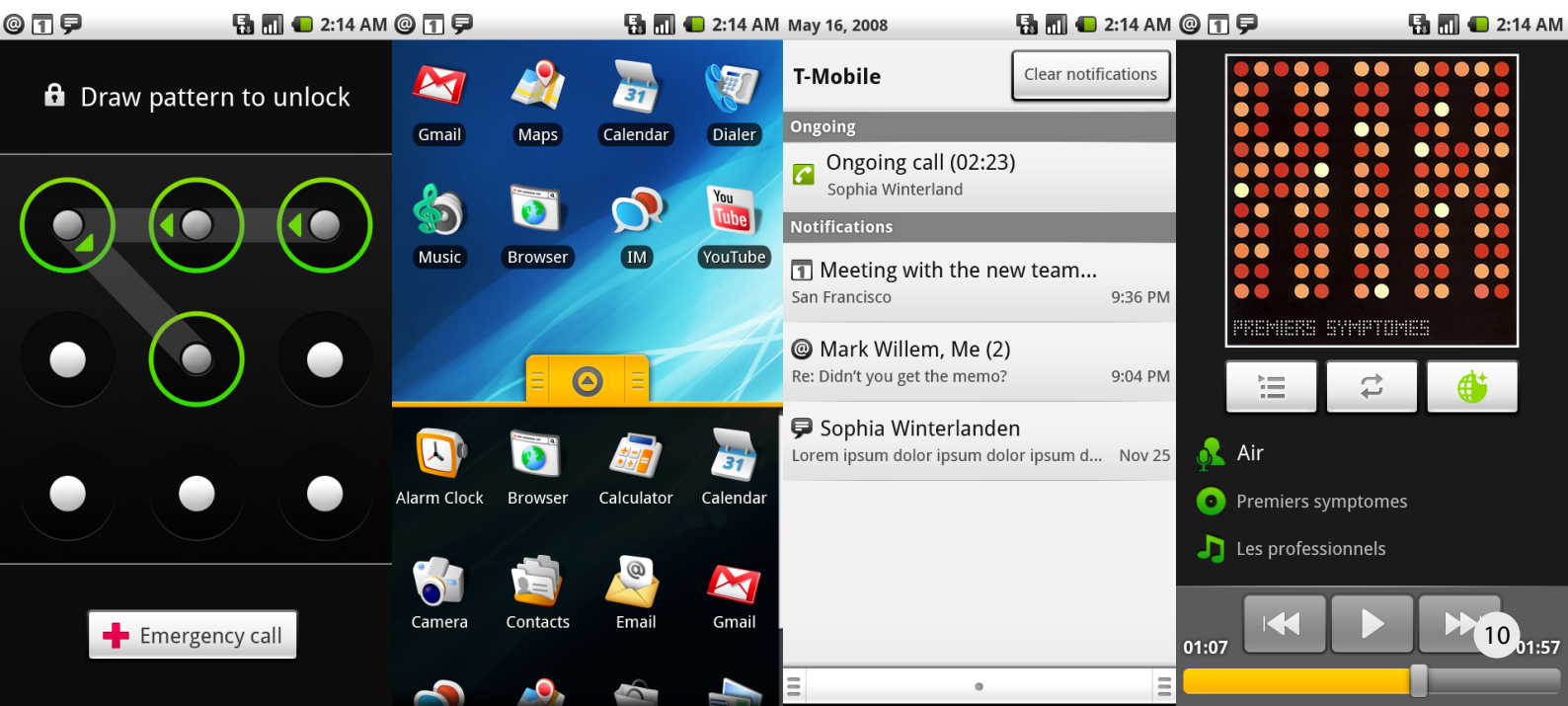## - DESIGNING AN ENTIRE MOBILE OS (pt. 1)

Was part of the UX team that created the very first Android experience responsible for paradigms that have still not changed today even though the visuals have received polish during the years.

Worked on creating the interaction for first versions of Mail, SMS, Maps, Instant Messaging, Alarm/Clock applications.

Designed behaviors for Homescreen, App Launcher, Lockscreen, Notifications drawer and Copy/Paste.
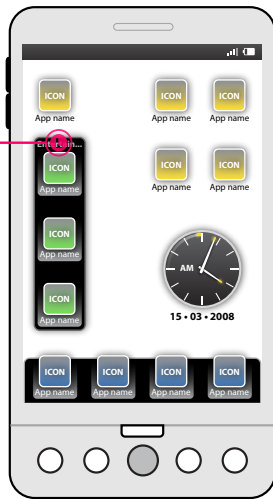
The patent for the Android Homescreen, together with it's behaviors such as Parallax panning wallpaper, App folders and Widgets still has my name on it.

@ 1 💬   2:14 AM @ 1 💬   2:14 AM May 16, 2008   2:14 AM @ 1 💬   2:14 AM

🔒 Draw pattern to unlock

Gmail   Maps   Calendar   Dialer

Music   Browser   IM   YouTube

Alarm Clock   Browser   Calculator   Calendar

Camera   Contacts   Email   Gmail

T-Mobile   Clear notifications

Ongoing

📞 Ongoing call (02:23)
Sophia Winterland

Notifications

📅 Meeting with the new team...
San Francisco   9:36 PM

@ Mark Willem, Me (2)
Re: Didn't you get the memo?   9:04 PM

💬 Sophia Winterlanden
Lorem ipsum dolor ipsum dolor ipsum d...   Nov 25

PREMIERS SYMPTOMES

🎤 Air

⊙ Premiers symptomes

🎵 Les professionnels

01:07   ⏮   ▶   ⏭   01:57

➕ Emergency call

10

GOOGLE ANDROID

- DESIGNING AN ENTIRE MOBILE OS (pt. 2)

4.a - Resizeable box

To resize an application box longpress on the header of the box and select "Move & Resize". The small resize-handle will show up on the box and when the user is done, the box will become normal (non-resizeable) within X seconds. The clock can't be resized.

Notes:

Icon arrangement:
Within a container it will not be possible for the user to arrange the icons freely. In the contextual menu for the box there will be a "sort by" option ("name", "added" etc.). In that way the user has a good way to sort his applications when they are in a box.

When "floating" the application icons can be arranged in such a way that the user wants them.

4.b - Movable box

To move the box around on the screen longpress on the header of the box and select "Move & Resize". When that is selected the user can start dragging it around, by holding anywhere on it except for the re-size handle. Even if it's dragged outside (up/down) the screen, the box will reposition itself. The box can also be placed on one of the three screen spaces (left/middle/right). If it is dropped on another object, the other object will automatically move, so the box will fit. The clocks' longpress menu only contains "Move" as an option.

Only available in Landscape mode

CONTEXTUAL ACTIONS

Rename
Move & Resize
Sort by   Menu+X
Delete   Menu+X

Select "Move & Resize" from the menu dialog

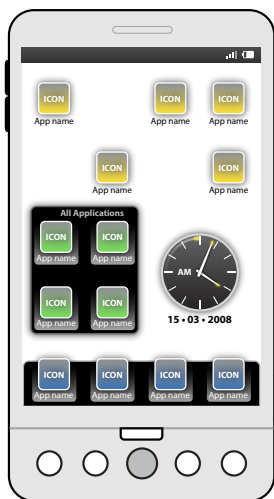### 4.c - Change box header name & delete box
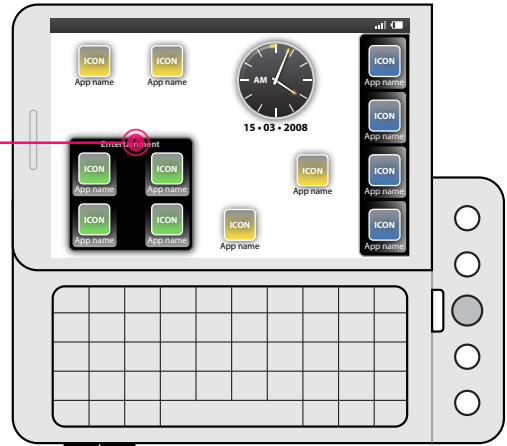
To change the box header name, the user has to be in landscape mode and longpress on the name to bring out the menu for the box. From the menu he can choose how to personalize the box (Rename, Resize, Delete). If the phone is in landscape mode the name section of the box will become editable. If the phone is in portrait mode, only "Resize" and "Delete" will be available from the menu. When the user has written a new name for the box he just has to wait for X seconds and the box will become normal again.

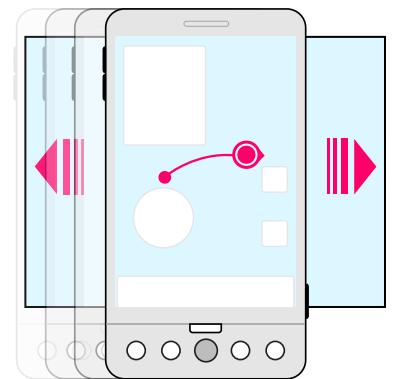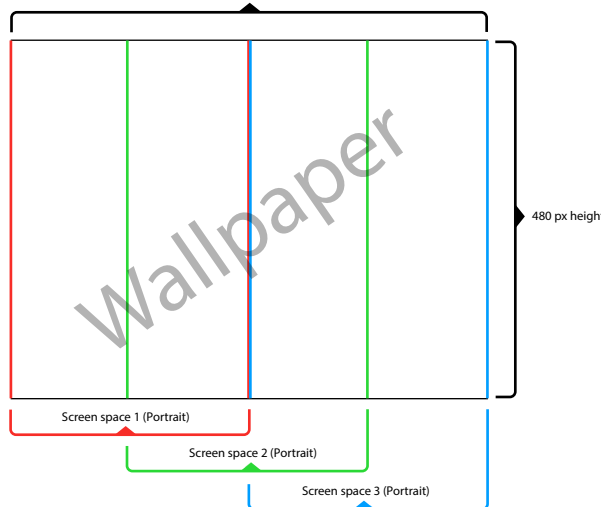To delete the box, the user has to select "Delete" from the box menus.

Dragging right

Dragging right
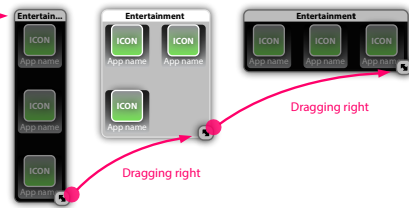
5.a - Wallpaper & 3 screens (Parallax effect)

640 px width

480 px height

Screen space 1 (Portrait)

Screen space 2 (Portrait)

Screen space 3 (Portrait)

Moving the wallpaper and the icons to get the parallax effect.

The default wallpaper size should be 640 px (width) x 480 px (height), actually twice the width and the regular height of the screen resolution. If the wallpaper has this width, the parallax effect of space can be accoplished, both in portrait and landscape mode. The icons, boxes and clock should move a bit faster as opposed to the wallpaper, which should move slower. As the user flicks to the next screen, the wallpaper should move only one quarter of its width to the left or right (screen space 1-3) in portrait mode. Icons, boxes and clock should not be able to be positioned in between any of the screen spaces.

CANONICAL UBUNTU

## - RE-DEFINING MAJOR PARTS OF A DESKTOP OS
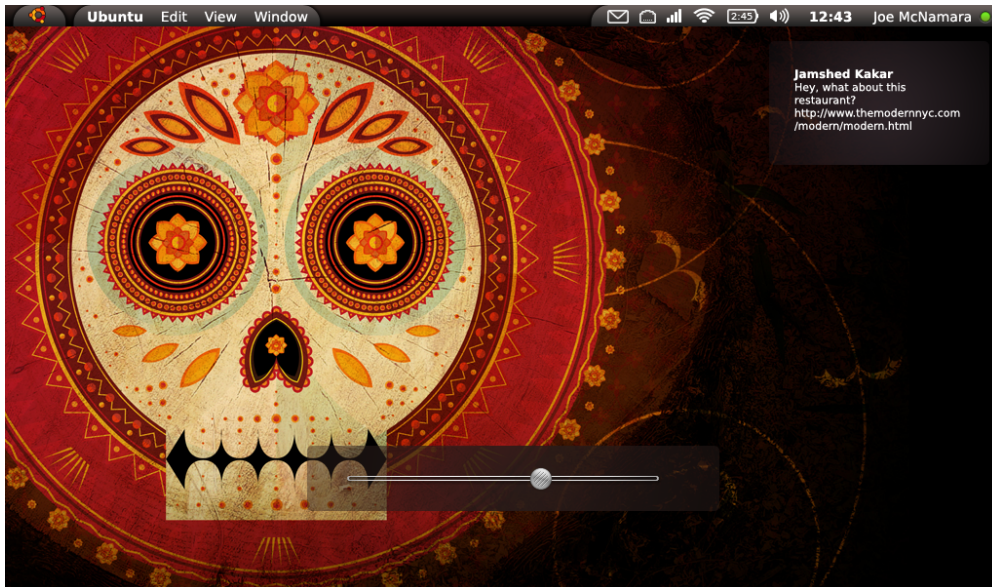
Worked on a re-design of the Ubuntu OS for desktop together with a mixed team of designers from both TAT and Canonical in very close relationship with the CEO of Canonical.

Was responsible for re-designing the user experience of the Menu panel together with its menus, the Power layer, HUD and Gadgets used in the Ubuntu OS.

Many of the designs we did back then for desktop/tablet have been the foundation of Ubuntu Touch, Canonicals mobile OS.

Menu Panel - Overview
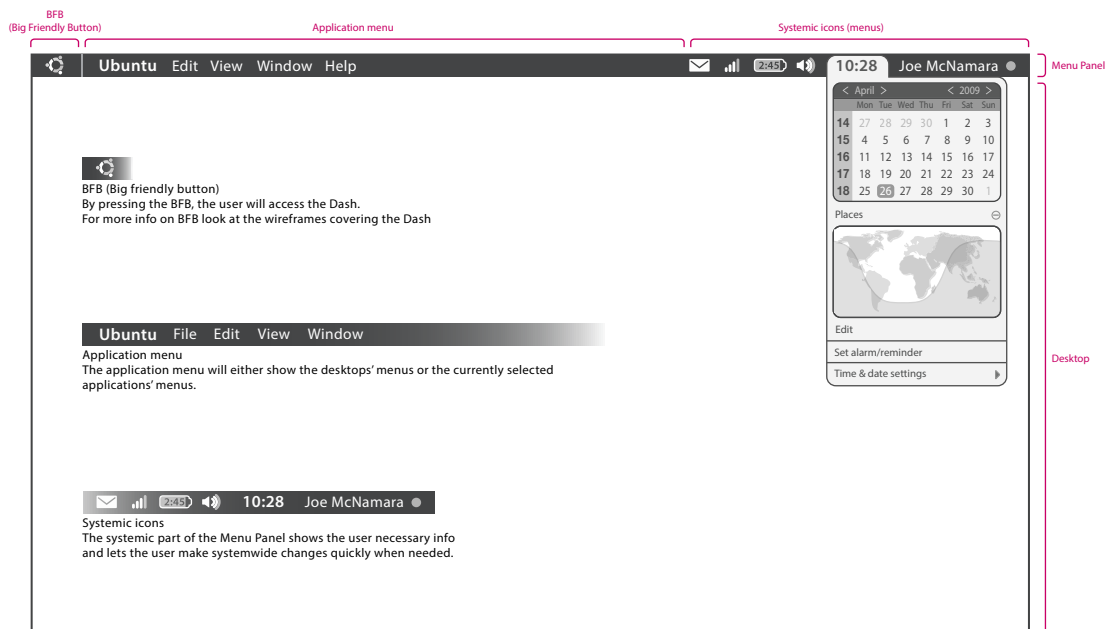
AUTOMOTIVE CONCEPT

- EARLY DASHBOARD DESIGN

Very early concept design from 2008 for a car dashboard, used in a demo.

Contained several innovative concepts for Navigation, Service, Media, Telephony and Assistance that car manufacturers have recently integrated.
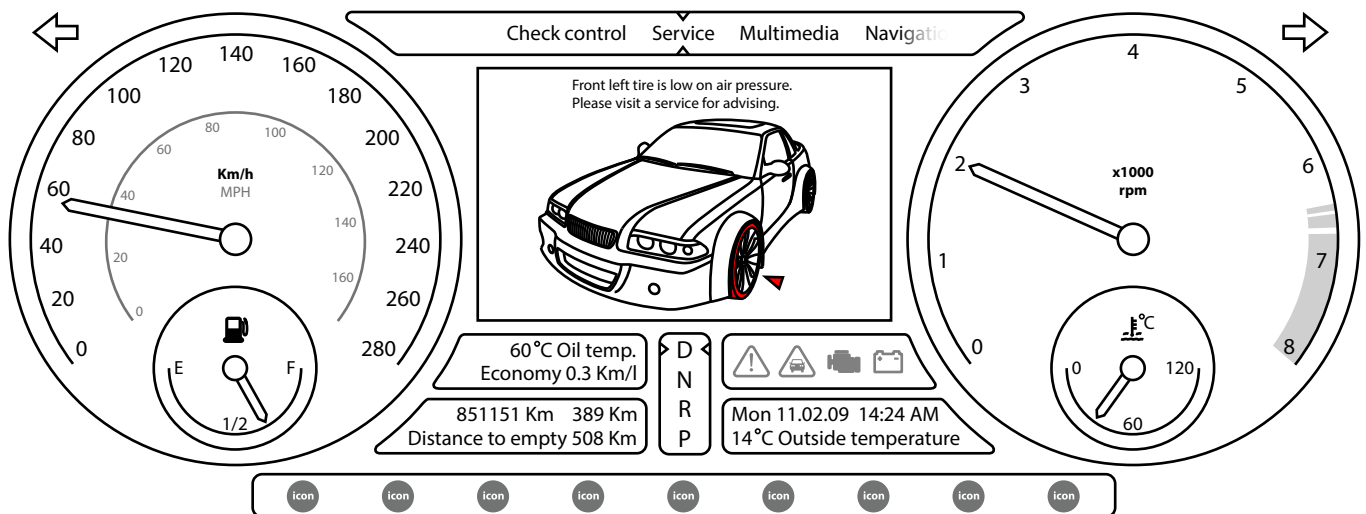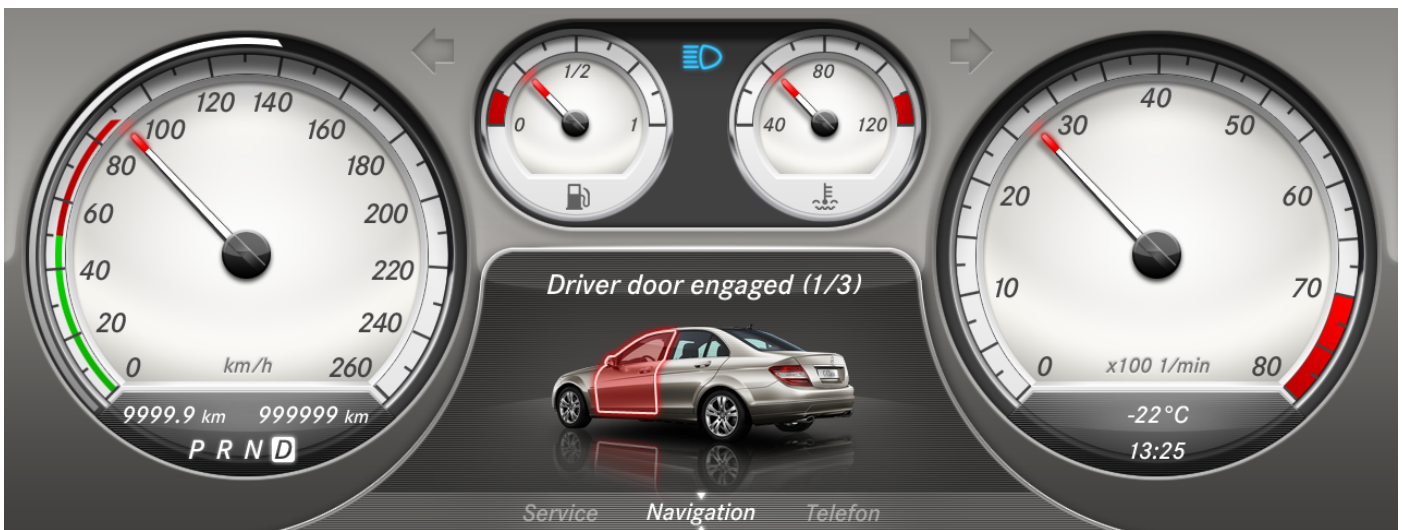
When the user is driving to his destination, the service screen shows up telling him that one of his tires has low pressure and telling him how to take care of the problem.

JUNGLE CONCEPT
- FUTURISTIC UI FOR GAMING DEVICE

Created the navigation structure as well as defined the core apps for an unreleased gaming device by Panasonic.

This device was highly anticipated by consumers, ahead of its time and unfortunately never made it to market.

HOMESCREEN - CARD LAYOUT

The user is currently on the default "HOMESCREEN" and the most "Recently played game" is highlighted.

Launch Game
Press ●
Back
Go to Game place
Press ●

Highlight PublicNME72

IN GAME

The game is launched and takes over the entire screen. The user will be able to leave the game through native UI or through the Jungle-menu.

GAME PLACE

The game's Game place is launched and takes over the entire screen.
By pressing "Back" the user will return to the screen of initiation.

More functions
The "More" function could contain functions such as:
<My stats (tropies) in this game>
<Buddies playing this game>
<Go to Partner Portal/developer portal>
<Go to the games "URL" Homepage>

HOMESCREEN - WIDGET

Once a Widget is highlighted the user is presented with slightly more information in the case of the "PublicNME72" (Jungle ID Widget) the user is presented with his/her Ranking and Jungle score.
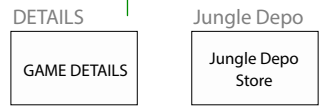
Expand
Press ●
Close

Additional action if needed
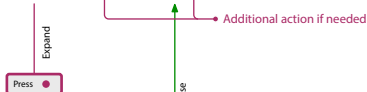
HOMESCREEN - EXPANDED WIDGET

Once a Widget has been expanded the user is provided with even more detailed information and potentially new functionality as well. In this example the user is given the oportunity to "Update the status", "Change profile information" and go to his/her "Avatar home".

Minimize the Widget again

Transports the user to the Avatar Home
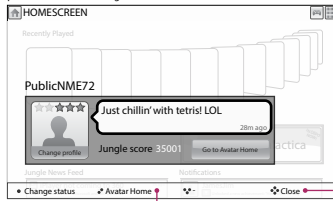
If the user selects "Change status" (or starts to type on the QWERTY-keyboard while the "Status area" is highlighted - he/she will be able to prompt a new "Status message" directly with in the Widget (without leaving the Widget layout).

If the user changes the highlight (D-pad navigation) to either the "Change profile" or "Go to Avatar Home" element and "Selects it", he/she will be transported to the proper screen...

HOMESCREEN - PORTAL BANNER

Once a Portal Banner is highlighted the user is presented with slightly more information in the case of the "JD Featured Games" (Jungle Depo Store) the user is presented with a scrolling feed at the lower part of the Banner.

Highlight JD Featured Games

Details
Press ●
Back
Go to JD Store
Press ●

Additional actions (if needed) will be found here

DETAILS

GAME DETAILS

The game's Game Place is launched within the context of the Jungle Depo solution. By pressing "Back" the user will return to the screen of initiation.

Jungle Depo

Jungle Depo Store

The Jungle Depo (store) is launched. By pressing "Back" the user will return to the screen of initiation.

TRANSPORT

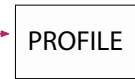PROFILE

Press ●   Change profile
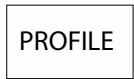
The user would be transported to the Avatar Home - "Change Profile details" screen.

Back

TRANSPORT

Go to Avatar Home   Avatar Home   Press ●

PROFILE

The user would be transported to the Avatar Home screen.

Back

mchakirov

VISUAL / ILLUSTRATION / WEB
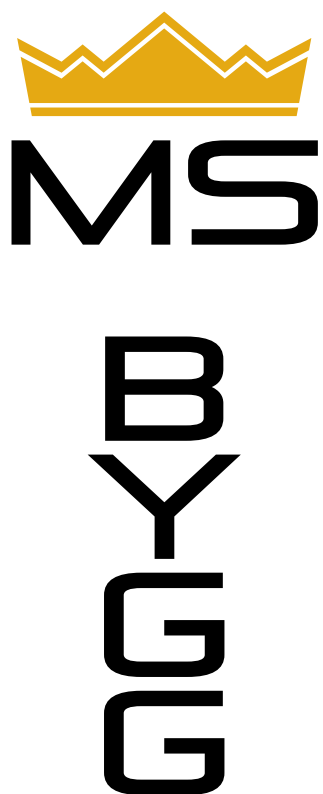
QUIZ GAME
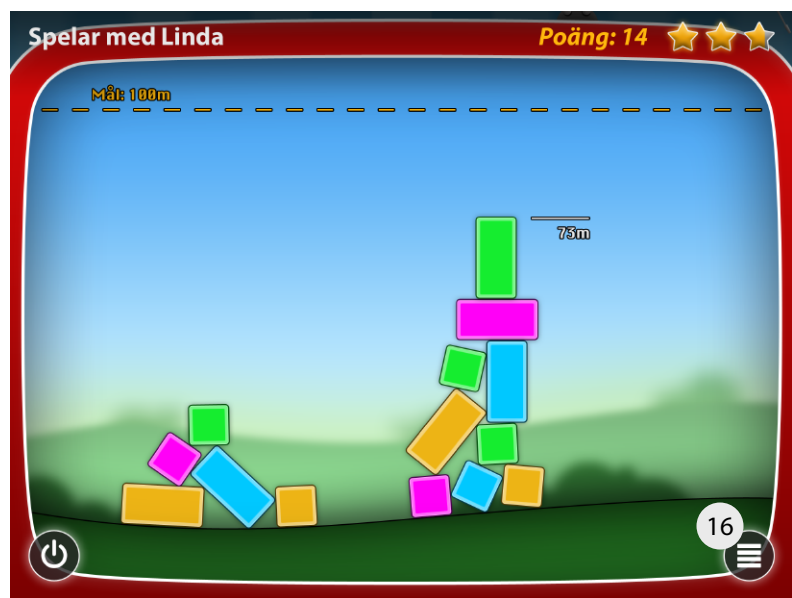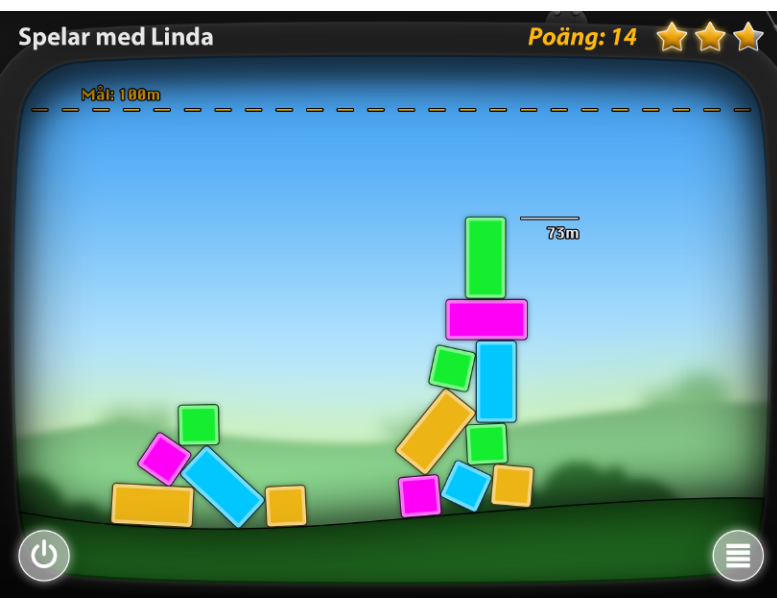
LOGO DESIGN
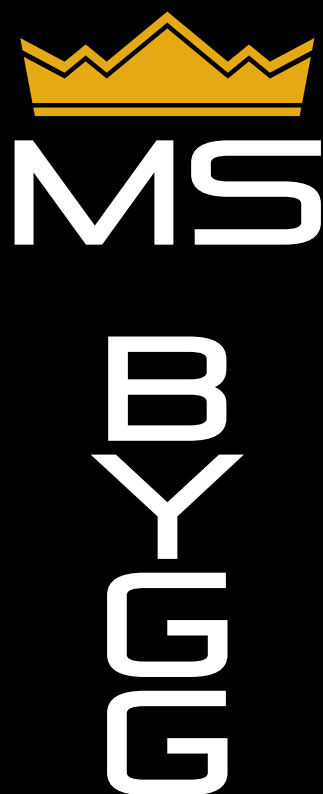
White horizontal version 1

Black horizontal version 1
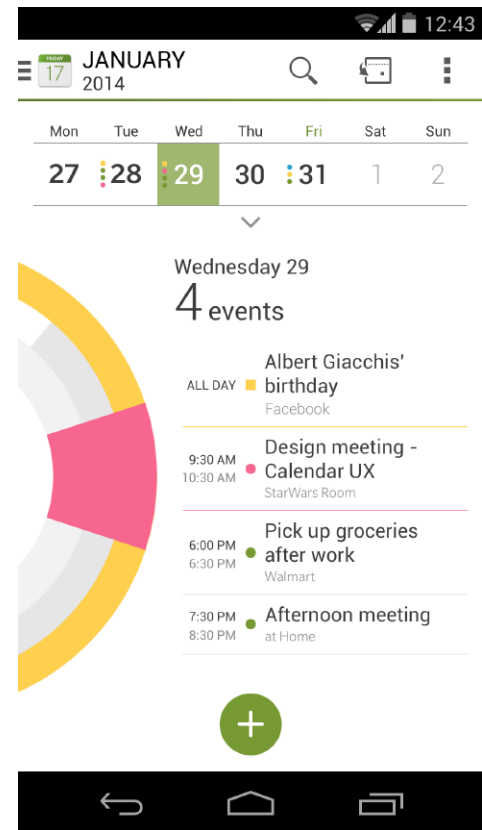
White vertical version 1

Black vertical version 1

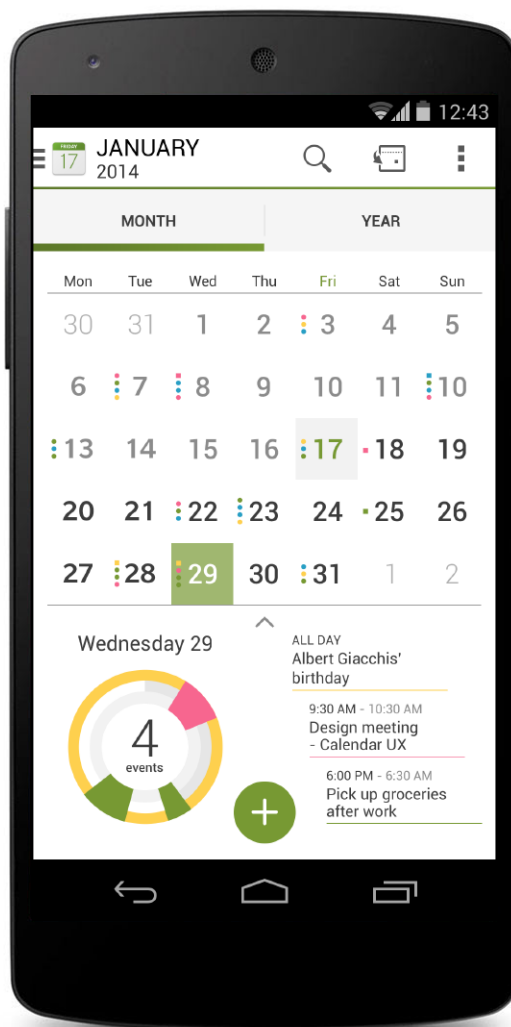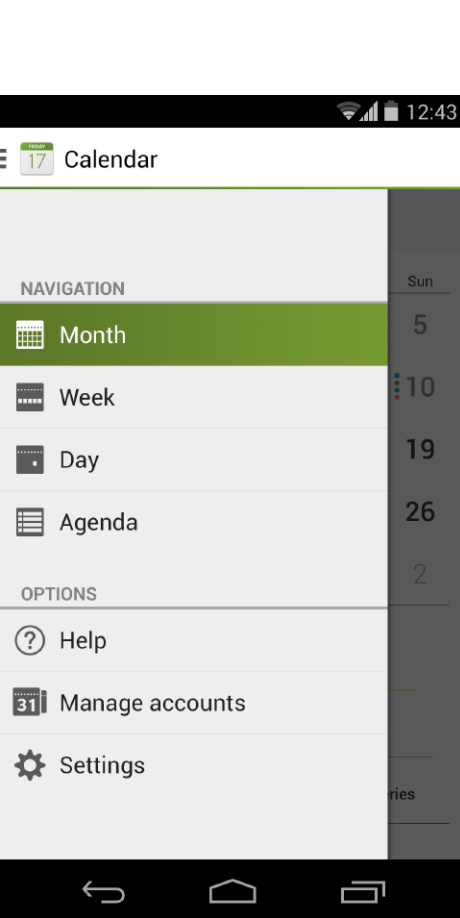# ILLUSTRATION

- NIKE AIR MAX 1

VISUAL / INFOGRAPHICS

- ANDROID CALENDAR

SITE DESIGN / HTML / CSS

- YVETTE HASS FASHION

THANK YOU FOR LOOKING

- I WILL GLADLY SHARE MORE WITH YOU WHEN WE MEET UP

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