UX / UI / PRODUCT DESIGN PORTFOLIO

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INTRODUCTION

The following pages contain samples of my work selected from a few recent projects. For the sake of brevity, only short descriptions and a few images are presented. Please reach out to tomek@pixelbox.com for more information.

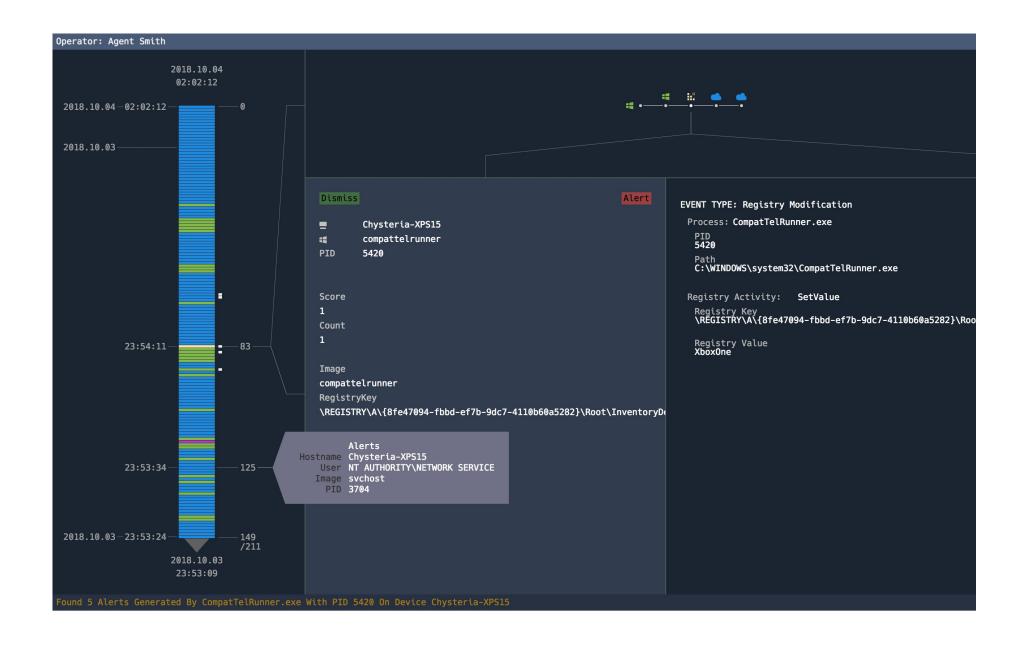
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01 SMART Monitor Prototype [CYDEF]

I designed and developed an early poof-of-concept prototype for a cybersecurity application called SMART Monitor. It was later granted a US patent. The goal of this early exploratory work was to test the ideas for the design of a highly interactive UI supporting cybersecurity analysts in their threat-hunting work.

My background in computer science and extensive experience as a software developer helps me create sophisticated, functional prototypes. In this instance, the prototype was built using the Electron / Node framework and Canvas API using TypeScript with sample data loaded from JSON files. The prototype went through many iterations to refine its design based on testing with industry insiders.



02 Flamethrower [Delve]

I collaborated closely with the lead data scientist at Delve to design visualization for the product's AI black box. It is a system for context scoring of cybersecurity vulnerabilities and exposures. The goal of the project was to explain the internal workings of the system to gain the trust of our customers and help the sales and marketing team demo the product.

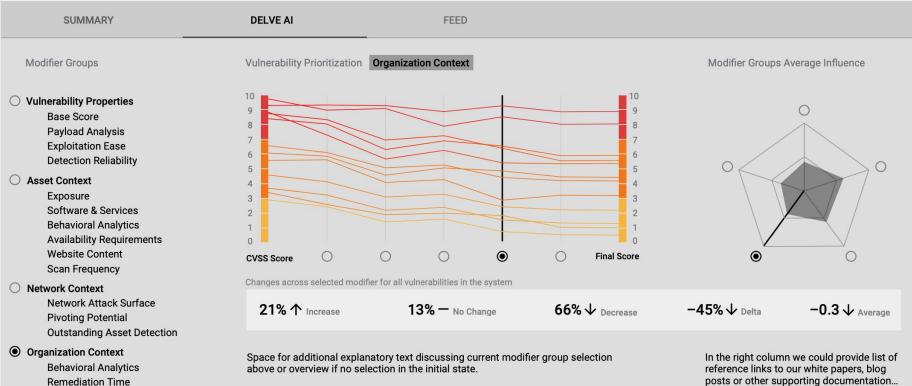
The created data visualization allowed interactive exploration of the whole ML processing pipeline of the cybersecurity vulnerabilities to understand how various contextual factors affected the score calculation. Shown here is a high fidelity wireframe from the late stages of the design. It was created using the Sketch tool. The project was jokingly codenamed Flamethrower by the team because of how it looked.

External Context

Threat Intel

Public Exploit Availability





Explanations for individual factors (like Behavioral Analytics, Remediation Time, Exploitation Ease, etc) can be discussed here.

Possibly more data/statistics/graphs in the future if available...

Reference Link One Reference Link Two Reference Link Three

03 Discussion Sketch [Flare]

This is an example of a very quick sketch produced in the context of the engineering and product team discussions. Creating *live* sketches on a physical whiteboard (or virtual one in the context of remote work) is a very effective way to bring the team on the same page of understanding the product interface design.

I strive to produce such supporting work during (or shortly after) the meetings to facilitate quick iteration and discussions of the product design ideas.

This specific sketch was used in the context of discussions for the design of a page showing statistics and the status of threat intelligence data collection. The primary goal was to let users understand what are the specific sources of data. The secondary goal was to impress potential customers with the scope of the collection system.

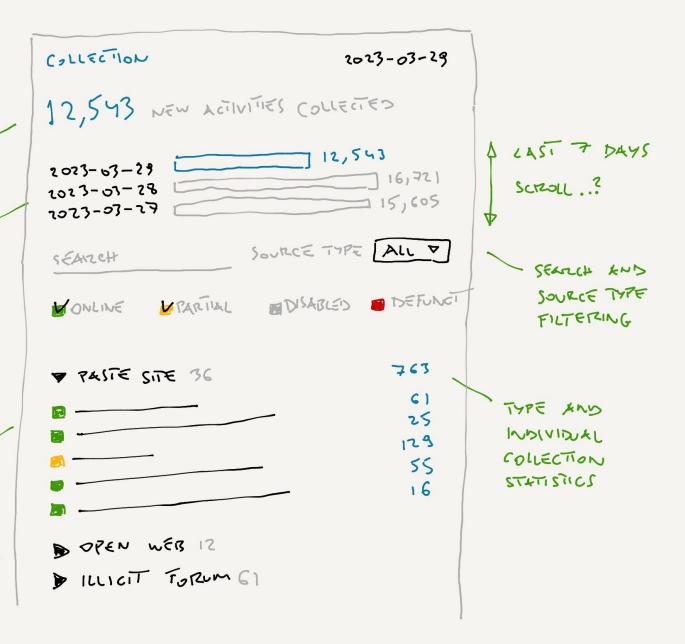
LARGE, ANIMATED

HISTOGRAM

MARCH 2023 FEBRUARY 2023 JANUARY 2023

SPACE FOR LONG SOURCE NAMES

EXPANDABLE SECTIONS

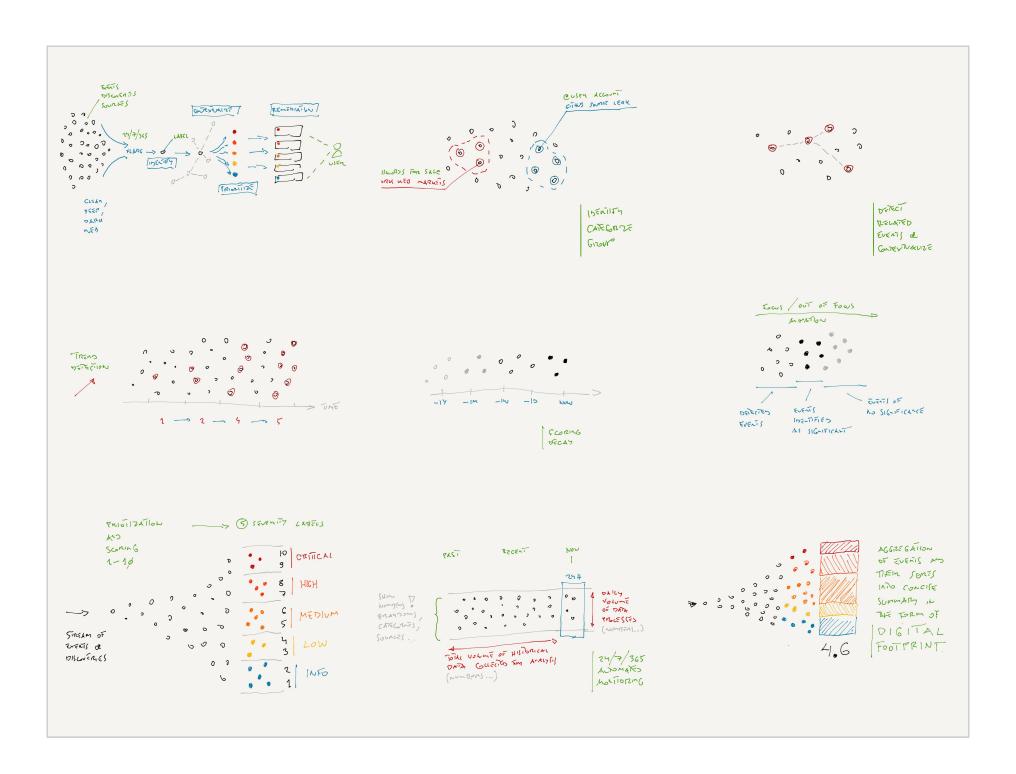


04 Data Visualization Concept Sketch [Flare]

I created a series of sketches for an animated data visualization storyboard explaining the system of cybersecurity threat intelligence data collection and processing software. The sketches served as a mental model for designing various marketing materials and creating easier-to-understand interface workflows for users.

Creating such mental model drawings to bridge the gap between data engineering, product design and user experience is very helpful in designing the interfaces. These concept sketches create common understanding between all stakeholders.

I try to always make them as part of my product design work process to support communication with the whole team.



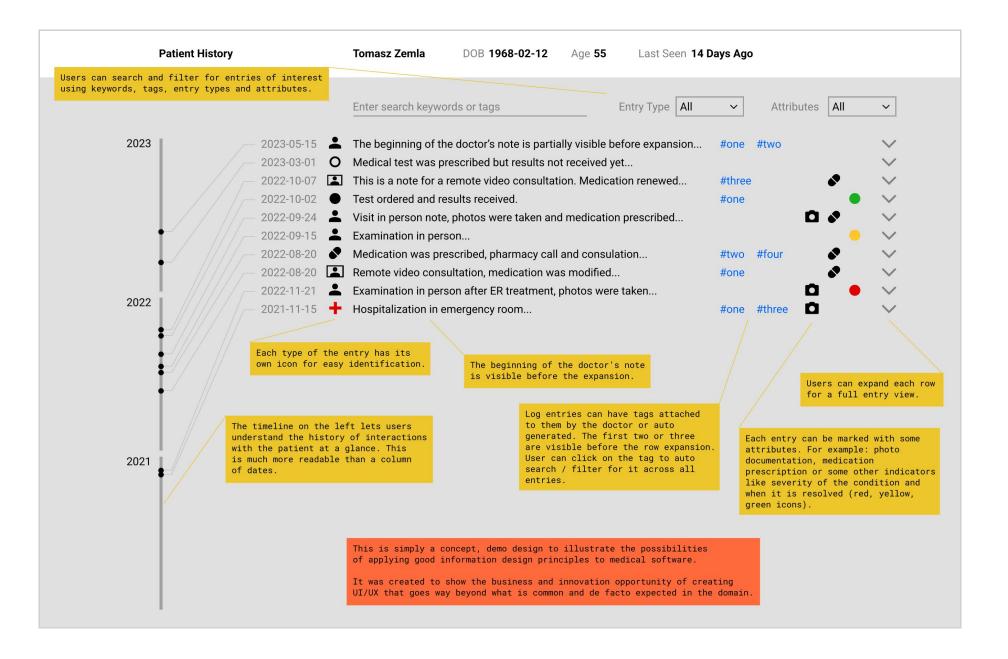
05 Medical Record Concept [Symba]

I designed a concept screen (as a high-definition wireframe) for a new startup in the medical technology space. The planned application was an electronic patient records system.

The key proposed innovation was the integration of the timeline of patient-doctor interactions with a very concise (one line per entry) log summarizing these events. Each line in the log represents one event (like in-person or video consultation, medication prescription, etc). Icons are used to indicate the type of the event. Each log entry is mapped to the timeline on the left of the screen.

This very compact information design allows doctors to see the patient's history at one glance. It makes it instantly visible how many doctor-patient interactions occurred, how often and when.

The concept wireframe is augmented with explanatory annotations - the yellow/orange callouts. I often use this style of presentation to highlight the most important parts of the design when communicating with various stakeholders.

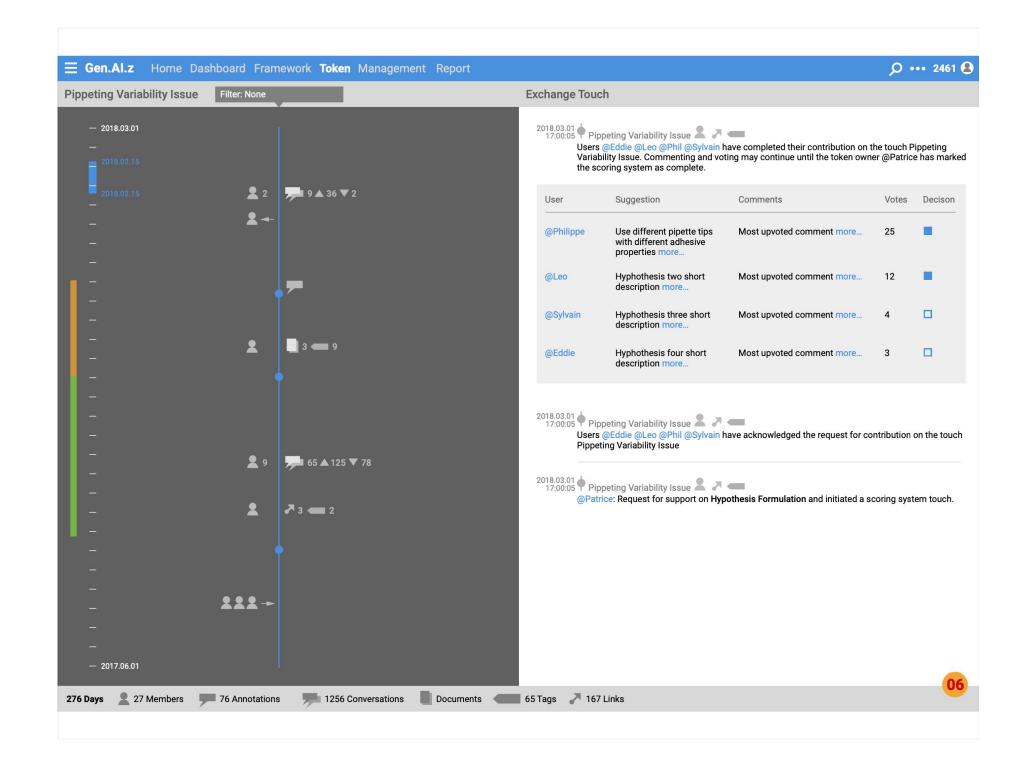


06 Gen.Al.z Concept Wireframe [UNI3T]

I worked with a multidisciplinary group of scientists and AI researchers on the concept of an innovative application for collaborative research in biosciences. The overall idea was to create a social media-like application supporting pharmaceutical research.

The application would be augmented by behind-the-scenes Al processes that attempt to *connect the dots* between various research activities and discoveries.

The concept screen shown here was a proposal for a visual display of conversations around the research topics. Extensive storyboards were developed to showcase the proposed ideas to possible investors.



07 Interface Concept Diagram [Flare]

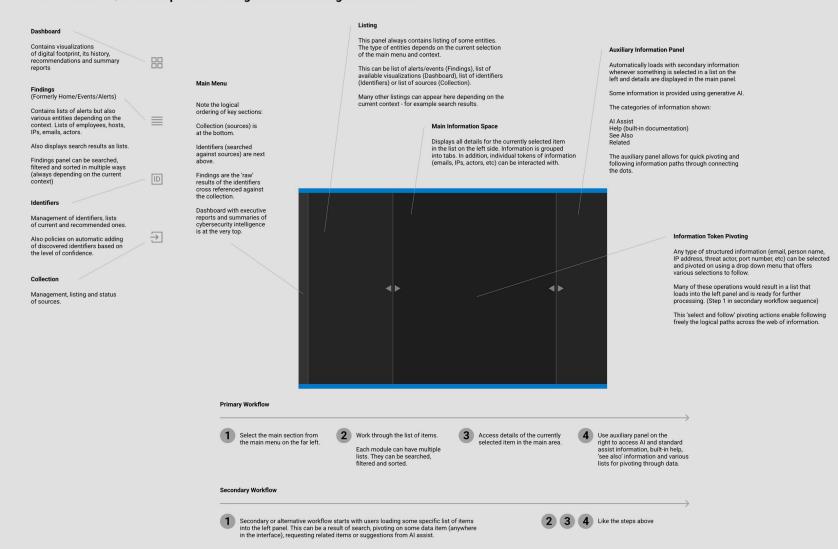
I was asked to imagine the future evolution of the software application in the context of the company's long-term strategy.

The proposal I created was based on the idea of adopting a proven model of Integrated Development Environments used in software development to meet the needs of cybersecurity analysts.

In order to explain the proposed vision I created two drawings. The first one to explain the key elements of the information architecture of the design. The second one was the actual high-fidelity concept screen - see the following pages.

These drawings served as the materials for executive team discussions about the future of the software application and the company.

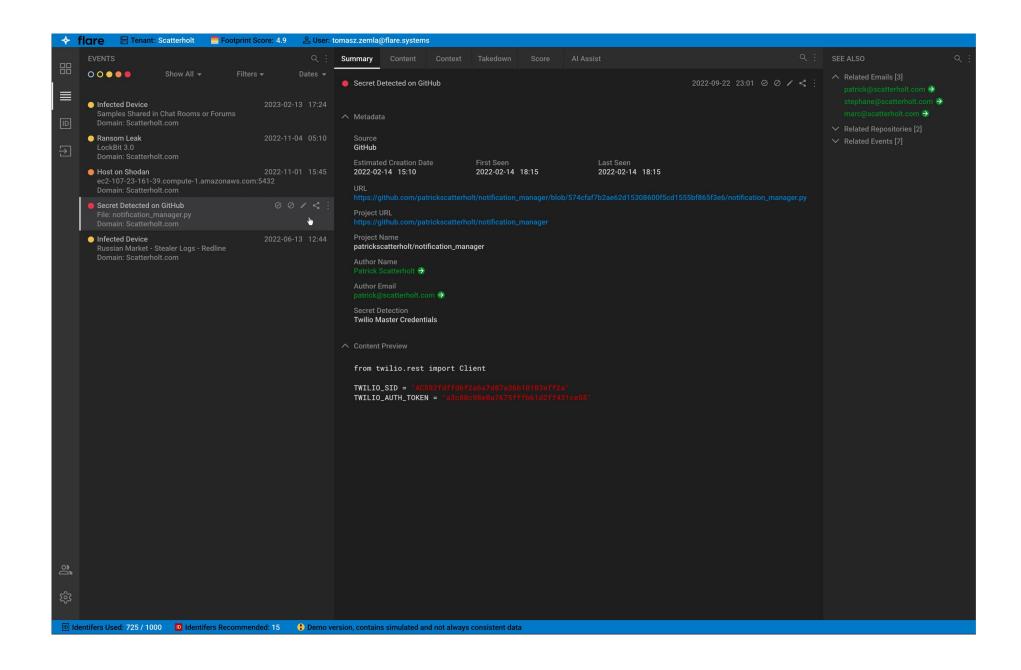
Flare Future UX/UI Concept: IME - Integrated Monitoring Environment



08 Interface Concept Screen [Flare]

The high-fidelity concept drawing imagines a future version of the software as the Integrated Monitoring Environment. This is the second part of the exploratory project - see previous pages for the overview.

This concept mockup was inspired heavily by the design of Visual Studio Code, adapting it to the needs of cybersecurity analysts.



09 NorthSec Conference Generative Animation [Pixelbox]

I was commissioned to design projections for the annual NorthSec cybersecurity conference. I created a program to generate an ever-evolving stream of black-and-white screens of graphic compositions with industry buzzwords and glitchy animated transitions.

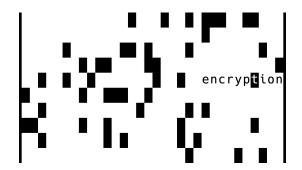
The visual concept aimed to evoke the theme of hacking.

Here is the long list of keywords that were my inspiration: code, data, memory, terminal, console, protocol, transmission, encryption, decryption, corruption, error, binary, on, off, true, false, 0, 1.

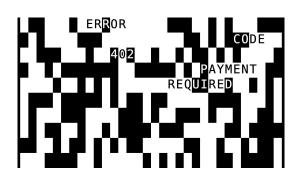
The resulting program was also used to display a practical conference information like presentation scheduling, wifi access, etc. It was developed using TypeScript and Canvas API.

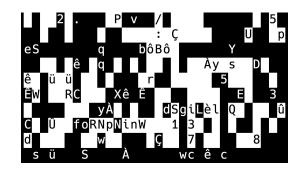
You can see the forever-evolving animation on my website: www.pixelbox.com/nsec.

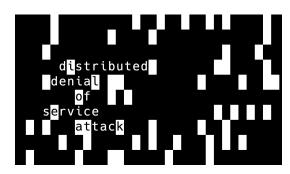


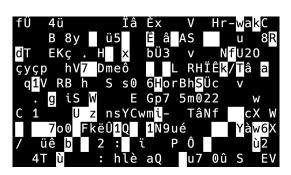


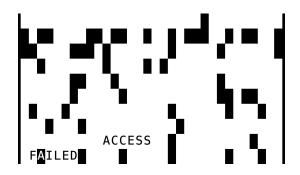


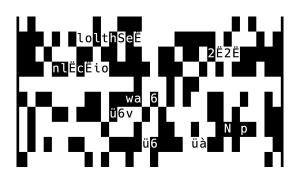


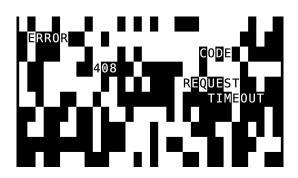


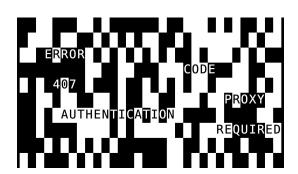


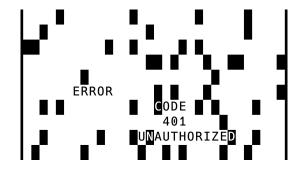












10 Corporate Branding T-Shirt [Flare]

Being a generalist and working with small R&D organizations and startups I often get asked to create various graphic design materials to support the teams and their work. I was asked to design a t-shirt for the company retreat.

The design made playful reference to bad passwords and command line prompt familiar to all cybersecurity hackers who were the target audience for this swag. It was aligned with the company's mission of helping businesses improve their security posture.

