

# TOMASZ (TOMEK) ZEMLA

## BRIEF

I specialize in creating innovative user interfaces for complex systems, information design, and data visualization. As a generalist, I fit well in the role of UX / UI / Product Designer with multidisciplinary teams, helping to communicate ideas between users, business, technologists, and designers.

My academic profile combines computer science, fine arts and design education. I have been conceptualizing, designing and programming user interfaces, applications and websites for software companies, design studios, R&D teams and high-tech startups.

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 and at Concordia University in Montreal, Canada. I returned to Concordia to study Computation Arts in the Faculty of Design and Fine Arts.

## WORK EXPERIENCE

Most recently, I designed and prototyped interfaces and data visualizations for complex, data-intensive ML/AI-driven applications at Datacratic, Delve Laboratories, Secureworks / Dell, and Flare.

Prior to that, I have been consulting for large corporate clients and small startups alike. I developed prototypes of next-generation mobile applications for Ericsson R&D, designed social data monitoring software for Nexalogy Environics, helped develop interfaces to financial trading systems for Morgan Stanley, and created concepts for a biotechnology knowledge management application at GenAlz.

In the early years of my career, I gained invaluable practical software development experience working on large-scale software applications on Unix systems. I worked on automated graphical user interface builders at VisualEdge and on distributed real-time simulations at OriginalSim. I also collaborated with digital design studios on the development of multimedia software, websites, museum installations and marketing campaigns for cultural and corporate institutions.

## GENERATIVE DESIGN

My dual interests in visual arts and technology led me to develop a creative practice of generative art and design. I create experimental, interactive, animated visuals using code as a tool of creative expression. I created projects for the NorthSec Conference, The Neuro Institute at McGill University and Musée d'art contemporain de Montréal (MACM).

## TECHNICAL SKILLS

Some tools and technologies I have been using most recently:

JavaScript, TypeScript, WebGL, ThreeJS, SVG, D3, ChatGPT API, Canvas API, NodeJS, Python, MongoDB, Bootstrap, HTML, CSS, JSON, REST, Electron, Git, Sketch, Figma, Miro, UNIX / Linux, Windows, macOS.