Circa 1990

Aris Drosos

Designer
Programmer
Blockchains

Skills

www.arisdrosos.com

Athens, GR

+30 6981600540
norbuaris@gmail.com

Good sense of taste, ability to prototype fast, affinity for learning new things, embracing challenges.

Experience

Freelancer / UX Design
SEP 2019 - CURRENT, REMOTE

I get projects online or from past employees, mostly from Binary Logic. In the downtime I work on a CCG game which will eventually use the Ethereum blockchain for user asset ownership.

Greco S.A. / Product Designer
MAR 2019 - AUG 2019, MEDELLIN, COL

Greco is a cookie factory that is based in Medellin, Colombia and I met the owner from my first trip to Colombia a few years ago. I was responsible for designing the packaging for the upcoming chocolate series. I did a lot of research on the culture of the country and the different snack preferences the locals have.

Binary Logic / Designer & Programmer
OCT 2016- JAN 2019, ATHENS, GR

Binary Logic has developed their own educational platform that has been adopted by various public and private schools around the world. I was responsible for designing and programming various aspects of the platform and creating games using the Phaser framework and JavaScript.

Balliland 2: Twilight Spell / Game Designer & Producer
OCT 2014- SEP 2015, REMOTE

I designed and also led the production of the game development. After the development concluded I had to enlist in the Army to serve a mandatory 9-month military service.

Education

University of Bolton / BSc Computer Games Design
SEP 2009 - JAN 2013, BOLTON, UK

I worked on a ton of different projects and learnt how to do 3D modelling, level design, HCI, UX design, game theory, JavaScript and got into Unity only a couple of years after its release. The degree included a 6 month placement in Big Fish Games where I did QA testing for various titles.

Manchester College / A-Levels
SEP 2008 - JUN 2009, MANCHESTER, UK

I studied Physics, Math, Chemistry and English.

Personal Projects

Blockchain Development / Learning to make my own blockchain
JAN 2020 - CURRENT, REMOTE

Although blockchain technology has been criticized for its lack of scalability and expensive transaction costs, they forget that it is at its infancy stage. There were people saying, even deep into the late 90s, that the Internet will never be able to compete with physical stores, the educational system and conventional entertainment. I am not on social media because I try to avoid as much as I can, giving away my data for free and blockchains show a lot of promise with their self-sovereign data management.

Sneaker Design / Using Blender to design and print the patterns
SEP 2019 - JAN 2020, ATHENS, GR

After researching the sneaker design process I was surprised to find out that it is still done by hand, with the exception of the big brands. I wanted to see if after designing a sneaker in Blender I would be able to export the patterns and adjust them according to the shoe size.

Farm Direct / UI design for a food distribution platform
DEC 2016 - MAY 2017, REMOTE

It was a time when I was looking to improve my UI design. I was reading up on the insane costs of food transportation and after talking with a couple of friends who own farms, I understood that the journey of produce from the farm to the consumer is anything but direct.