



aris drosos

INTERACTION DESIGNER

ABOUT

UX and Interaction design are at the very core of my design process. I care deeply about crafting innovative experiences and products that make a difference.

EXPERIENCE

SKILLS

Prototyping	●	●	●	●	●
Research	●	●	●	●	●
JavaScript	●	●	●	●	●
Wireframes	●	●	●	●	●
Illustrator	●	●	●	●	●
QA testing	●	●	●	●	●
3Ds Max	●	●	●	●	●
Premiere	●	●	●	●	●
After Effects	●	●	●	●	●
Photoshop	●	●	●	●	●
HTML5	●	●	●	●	●
CSS	●	●	●	●	●
Unity Engine	●	●	●	●	●
Construct 2,3	●	●	●	●	●
UI Design	●	●	●	●	●
Colour Theory	●	●	●	●	●
Typography	●	●	●	●	●

EDUCATION

BSc Computer Games Design
University of Bolton 2009-13

A-Levels
Manchester College 2008-09

INTERESTS

Dogs, the X-Files, Basketball,
Luta Livre, Reading, VR/AR

Binary Logic

Programmer & Designer

present

I am designing and programming online activities and games using the Construct platform and the Phaser HTML5 framework.

Greek Army

2016-17

I served my mandatory 9-month military service.

Angel Capital Ventures

Designer & Producer on Balliland 2

2015-16

Balliland 2 is the sequel to the 2012 Webby Awards winner Balliland XL. The quality of the product, it's scale and its on-time delivery left everyone very impressed.

Freelancer

Designer on Excellence

2014

I was hired to design the game mechanics for a PS Vita shmup game. Early into the development, our team was offered the opportunity to develop Balliland 2, which we gladly accepted.

Big Fish Games

QA testing

2013

I did extensive testing on the integrity of the puzzles on the following Big Fish titles: Vesuvia, Dream Day Wedding, Dying for Daylight

Open.gr

Web Design internship

2012

Technopolis is a company that develops websites for some of the biggest companies in Greece. I worked mostly with Dreamweaver and GIMP.