



aris drosos

PRODUCT 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.

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SKILLS

Prototyping	●	●	●	●	●
Research	●	●	●	●	●
JavaScript	●	●	●	●	●
Wireframes	●	●	●	●	●
Illustrator	●	●	●	●	●
Gamification	●	●	●	●	●
3Ds Max	●	●	●	●	●
Premiere	●	●	●	●	●
After Effects	●	●	●	●	●
Photoshop	●	●	●	●	●
HTML5	●	●	●	●	●
CSS	●	●	●	●	●
Unity Engine	●	●	●	●	●
Spreadsheets	●	●	●	●	●
Sound 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,
WW2, the Universe, Web Design,
Cognitive Psychology, Sketching

EXPERIENCE

Presidential Guard

2016-17

I served my mandatory military service in the Greek PG. During my service I started designing a distribution platform to stay sharp, while reading more on cognitive psychology.

Balliland 2: Twilight Spell

2015-16

Designer & Producer

Balliland 2 is the sequel to the 2012 Webby Awards winner. The scale of the project meant that we had to be very careful with the order we chose to design and program game features, otherwise we were risking wasting valuable time and resources. The quality of the product and its on-time delivery left everyone very impressed.

Excellence

2014

Designer

Excellence was a shoot 'em up game for the PS Vita that we ceased the production of when we were offered the opportunity to develop Balliland 2.

Big Fish Games

2013

QA testing

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

2012

Web Design internship

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