aris drosos

PRODUCT DESIGNER

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SKILLS

Skill	Level
Prototyping	●●●●●○
Research	●●●●○○
JavaScript	●●●○○○
Wireframes	●●●●●○
Illustrator	●●●○○○
Gamification	●●●●○○
3Ds Max	●●●●○○
Premiere	●●●●○○
After Effects	●●●●○○
Photoshop	●●●●○○
HTML5	●●●○○○
CSS	●●●○○○
Unity Engine	●●●●○○
QA testing	●●●●○○
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, WW2, the Universe, Web Design, Cognitive Psychology, VR

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

Greek Army — 2016-17

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

Angel Capital Ventures — 2015-16
Designer & Producer on Balliland 2

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.

Freelancer — 2014
Designer on Excellence

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.