

# Aris Drosos

## Designer Developer

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### About

"To define is to limit", so I would just briefly say that I am a designer with the ability to write code and I am looking for a challenging environment that offers engaging problems to solve, introduction to new technology and the opportunity for personal and professional growth.

### Work Experience

#### **So easy / Teaching Programming and Robotics**

SEP 2020 - CURRENT, SYROS, GREECE

Helping university students with their coding assignments. Also holding robotics lessons for kids, using the Edison robot and the WeDo 2.0 kit. References available if requested.

#### **Colombia / Hospitality Industry**

JAN 2019 - SEP 2019, MEDELLIN, COLOMBIA

Worked in a hostel and a Greek restaurant in Medellin. Wanted to take some time to reevaluate my career goals and life choices.

#### **Binary Logic / Designer & Developer**

OCT 2016- JAN 2019, ATHENS, GREECE

Instrumental in creating engaging video games while designing various aspects of their online educational platform. Studied the development of the brain between the ages 6-17, and conducted on-site QA and usability testing in order to fine-tune the desirable difficulty factor in the games. Also created tutorials and guides for programming courses, video editing software, 3D printing etc.

#### **Angel Capital Ventures / Producer & Game Designer**

OCT 2014- SEP 2015, REMOTE

[Balliland 2](#) is an iOS and Android mobile game that still holds pretty well. Led the game production while doing the game design and planning the monetization model. Developed prototypes to communicate my ideas to the programmer and sketched storyboards for the user journey and the user interface. Scrutinized player analytics during the Alpha and Beta phases to reiterate and improve upon the user experience and coordinated the localization process. Instrumental in launching on the original release date.

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## Education

### University of Bolton / BSc Computer Games Design

SEP 2009 - JAN 2013, BOLTON, UK

### Manchester College / A-Levels

SEP 2008 - JUN 2009, MANCHESTER, UK

### Languages

Greek, English, Spanish

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## Tools

- PROGRAMMING
  - JavaScript
  - Python
  - Solidity
  - HTML5/CSS3
- DESIGN
  - Photoshop/GIMP
  - Illustrator/Inkscape
  - Premiere
  - After Effects
  - InVision
  - Blender 3D/3Ds Max
  - 3D Printing
- MISC
  - Linux
  - Git
  - Unity
  - Unreal Engine

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## Skills

- Creative problem solving
- Understanding of economics
- Interpreting analytics
- Game Theory
- User Research & Analysis
- Rapid prototyping
- Wireframe mockups
- Sketching & Storyboarding
- Production management
- Software Versioning
- QA & Usability testing
- Information architecture
- User-centered design
- Troubleshooting
- User psychology & personas
- Creative problem solving
- Research