



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

Greek Army

2016-17

I served my mandatory military service in the Greek Presidential Guard. During my service I read more on cognitive psychology and game theory.

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

The programmer hired me to design the game mechanics for a PS Vita shmup game. Early in the development, we were both offered the opportunity to develop Balliland 2 and we accepted.

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.

SKILLS

Prototyping	●	●	●	●	●
Research	●	●	●	●	●
JavaScript	●	●	●	●	●
Wireframes	●	●	●	●	●
Illustrator	●	●	●	●	●
QA testing	●	●	●	●	●
3Ds Max	●	●	●	●	●
Premiere	●	●	●	●	●
After Effects	●	●	●	●	●
Photoshop	●	●	●	●	●
HTML5	●	●	●	●	●
CSS	●	●	●	●	●
Unity Engine	●	●	●	●	●
Gamification	●	●	●	●	●
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, Game Theory, VR,
Cognitive Psychology