Circa 1990

Aris Drosos

UX Designer
Developer
Blockchain

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About

Strongly believe cryptocurrency and blockchain to be the most disruptive technologies since the Internet and currently looking for a challenging environment that offers the opportunity to learn, grow and innovate.

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Work Experience

Syros Island / Self-employed
JAN 2020 - CURRENT, REMOTE

Living and working in the island of Syros.

Colombia / Tourist Industry
JAN 2019 - SEP 2019, MEDELLIN, COLOMBIA

Travelling around Colombia while working in the tourist industry in Medellin.

Binary Logic / UX Designer & Programmer
OCT 2016- JAN 2019, ATHENS, GREECE

Instrumental for the UX design of various aspects of their online educational platform while creating engaging video games for the 6-17 years old age group. Studied the development of the brain between those ages, and conducted on-site QA and usability testing in order to fine-tune the desirable difficulty factor in the games.

Angel Capital Ventures / Producer & Game Designer
OCT 2014- SEP 2015, REMOTE

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 releasing, without delay, on the date that was set from the very beginning.

Education

University of Bolton / BSc Computer Games Design
SEP 2009 - JAN 2013, BOLTON, UK

The degree included a six month placement with Big Fish Games.

Manchester College / A-Levels
SEP 2008 - JUN 2009, MANCHESTER, UK

Studied Physics, Mathematics, Chemistry and English.

Languages

Greek, English, Japanese, Spanish

Tools

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

Skills

- Research
- Understanding of economics
- Human-Computer Interaction Design (HCI)
- Interpreting analytics
- Game Theory
- Visual & UX Design
- User Research & Analysis
- Rapid prototyping
- Wireframe mockups
- Sketching & Storyboarding
- Production management
- Original asset creation
- Software Versioning
- QA & Usability testing
- Information architecture
- User-centered design
- Troubleshooting
- User psychology & personas
- Creative problem solving