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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,  
VR/AR, the Japanese language,  
Cognitive Psychology.

# aris drosos

## PRODUCT DESIGNER

## ABOUT ME

The ability to appreciate good design was something that always felt natural to me. I studied Game Design not only because there weren't any courses on User Experience but because designing games requires a deep understanding of visuals, hardware limitations, engagement, narrative, gameplay mechanics, interaction and UI design.

## WORK EXPERIENCE

### Balliland 2: Twilight Spell *Designer and Producer*

2015

Balliland 2 (iOS and Android) is the sequel to the 2012 Webby winner Balliland XL. We are very proud for the quality of the final product and for launching before the Halloween deadline. Feel free to visit my website to learn more about the one year between the pre-production and the release of the game.

### Excellence *Designer*

2014

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 *QA tester*

2013

I did extensive testing on the integrity of the puzzles in the following games:  
Vesuvia, Dream Day Wedding, Dying for Daylight

### Open.gr *intern*

2012

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