



aris drosos

UX & GAME DESIGNER

ABOUT ME

I love the process of researching and prototyping before I begin composing a design. I am always after an engaging, elegant and when possible, minimalistic design, scrutinizing every little aspect of it while being able to reiterate. Design is my passion and I would welcome any opportunity that would allow me to become an expert on it.

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SKILLS

Prototyping	●	●	●	●	●
Research	●	●	●	●	●
JavaScript	●	●	●	○	○
Wireframes	●	●	●	●	●
Illustrator	●	●	●	●	●
InVision	●	●	●	●	●
3Ds Max	●	●	○	○	○
Premiere	●	●	●	●	○
After Effects	●	●	●	○	○
Photoshop	●	●	●	○	○
HTML5	●	●	●	○	○
CSS	●	●	○	○	○
Unity Engine	●	●	●	●	○
Spreadsheets	●	●	○	○	○
Audacity	●	●	○	○	○
Colour Theory	●	●	●	●	○
Typography	●	●	●	●	○

WORK EXPERIENCE

Balliland 2: Twilight Spell *Lead Designer*

2015

The development team was consisted of one programmer, one artist and me and we worked remotely for one year. The final product really pleased us and blew away our client. We learnt a ton in the process since we had to work on aspects beyond our fields of expertise.

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

- 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.

EDUCATION

BSc Computer Games Design
University of Bolton

A-Levels
Manchester College

INTERESTS

Dogs, the X-Files, Basketball,
WW2, the Universe, Augmented
Reality, the Japanese language

