

# Aris Drosos

UX Designer  
Programmer  
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

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### Freelancer / UX Designer

JAN 2020 - CURRENT, REMOTE

Currently working as a freelance designer. Spending most of my free time researching blockchain technology which is the industry I have chosen to invest my focus and energy for the years to come.

### Greco S.A. / Product Designer

MAR 2019 - SEP 2019, MEDELLIN, COLOMBIA

Responsible for leading a three person team throughout the pre and post production phases of designing and producing food packaging. Researched the culture of the country, the differences in taste, color preferences, buying habits and ensuring the use of appropriate food contact materials. Finding creative and optimized solutions for conducting market research and creating consumer personas.

### 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.

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## Education

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### 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 (N5 JLPT), Spanish

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## 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

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## 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