Circa 1990

Aris Drosos

UX Designer
Programmer
Blockchains

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About

Strongly believe cryptocurrencies and blockchains 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

Freelancer / UX Designer
JAN 2020 - CURRENT, REMOTE

Working as a freelancer on projects that interest me while trading crypto for fun. Currently developing a proprietary blockchain in Python to better understand its intricacies..

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, buying habits and ensuring the use of appropriate food contact materials. Finding creative and time-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 and the development of various aspects of their online educational platform while creating engaging video games for different age groups between 6 and 17 years old. Studied the development of the brain between those ages, and conducted on-site QA and usability testing to rethink and redesign the games to better fit specific age groups.

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. After the development concluded I enlisted in the Army to serve a mandatory nine month military service.

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 (N5 JLPT), Spanish

Tools

- Programming
  - JavaScript
  - Python
  - HTML5/CSS3
  - Solidity
- Design
  - Photoshop/GIMP
  - Illustrator/Inkscape
  - Premiere
  - After Effects
  - InVision
  - Blender 3D/3Ds Max
  - 3D Printing
- Other
  - 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 & time management
- Original asset creation
- Software Versioning
- QA & Usability testing
- Information architecture
- User-centered design
- Troubleshooting
- User psychology & personas
- Creative problem solving