

Fivos Avgerinos

Multidisciplinary Designer
& Front-End Developer

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Skills

Figma	InVision
Sketch	InDesign
Photoshop	Premiere
Illustrator	
HTML	Basic JS
CSS	Twig
Sass	Git

Education

Goldsmiths, UoL
Oct 2017 – Dec 2018
MA Design: Expanded Practice
Distinction

University of Westminster
Oct 2012 – Sep 2013
MSc Logistics & Supply
Chain Management

University of Essex
Oct 2009 – Jun 2012
BSc Business Management

References
Available
Upon
Request

Ben Serbutt
Head of Creative, Fat Beehive

Abi Calver
Digital Engagement Producer, WWF

Juliet Sprake
Senior Lecturer in Design

Experience

Fat Beehive

Dec 2019 – Sep 2020 • London

Freelance Designer / Front-End Developer

Conceptualised, designed, and developed websites and digital products for organisations that are committed to social good, with a focus on accessibility and web sustainability.

WWF

Jun 2020 – Sep 2020 • London

Designer / Front-End Developer

Designed and developed the website for WWF's Living Planet Report 2020
→ livingplanet.panda.org

afivos.com — Self-employed

Sep 2012 – Present • London / Athens

Freelance Multidisciplinary Designer

Designing and developing websites and digital products for SMEs and large organisations, working remotely and/or in-house. Startup consulting on design strategy and collaboration with software engineers, copywriters, and digital project managers/producers.

Studio INI

Apr 2018 – Sep 2018 • London

Interaction Designer

Assisted in designing and prototyping the installation for the London Design Biennale's Greek pavilion — the centrepiece to the exhibition at Somerset House.

Forensic Architecture

May 2018 – Jul 2018 • London

Project volunteer

Assisted in investigating the murder of Greek anti-fascist rapper Pavlos Fyssas. Worked primarily on video editing, audio editing, syncing, and subtitling.

Longaccess

Sep 2013 – Aug 2015 • Athens

UI/UX Designer

Led design and worked closely with software engineers. Designed and developed user interfaces for three complex web platforms. Designed concepts for native Mac OS and Windows apps. Developed and maintained an evolving set of style guidelines. Managed and guided contractors to ensure timely product launches and meet deadlines. Involving all team members in the thought process, I always kept the optimal user experience as a priority with a focus on Human-Centred Design principles.