

Fivos Avgerinos

Digital Designer

Front-End Developer

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@afivos

Skills

Figma
Sketch
Photoshop
Illustrator

InVision
InDesign
Premiere

HTML
CSS
Sass

Basic JS
Twig
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 – Present • London

Freelance Designer / Front-End Developer

Conceptualising, designing, and developing websites and digital products for organisations that are committed to social good, with a strong 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 digital products and websites for SMEs and large organisations, working remotely and/or in-house. Consulting startups on design strategy and collaborating with software engineers, copywriters, and digital project managers/producers.

Studio INI

Apr 2018 – Sep 2018 • London

Interaction Design Intern

Assisted in designing and prototyping the Greek pavilion installation for the 2018 London Design Biennale—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 web platforms. Designed concepts for native Mac OS & Windows apps. Developed and maintained an evolving set of style guidelines. Managed and guided contractors to ensure timely product launches. Involving all team members in the thought process, I kept the optimal user experience as a priority with a focus on Human-Centred Design principles.