



Momentus

ANARGYROS SERGIANNIS

5th Year, Product & Systems Design Engineering

PERSONAL INFO



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EXPERIENCE

1 ANIMATION FESTIVAL VOLUNTEER AnimaSyros

- Assistance with the setup and analysis of equipment and facilities for events.
- On-site support for participants during workshops and exhibitions.

2 DESIGN STUDIO TEAM MEMBER Department of Product & Systems Design (University of the Aegean)

- Collaborating with team members to create innovative and functional design solutions.
- Brainstorming ideas for creative project conceptualization.
- Research and development leading to prototyping.

PROJECTS -

- Folding Backpack with Attached Umbrella
- Concept Design for Salt and Pepper Shaker
- Fan Design for Exercise Bikes
- Lantern Design for Individuals with Dyslexia
- Working together with the team to bring these ideas from conception to prototyping and standardization.

DESIGN CONTESTS 3

Effort to participate by delivering on the following:

- Designing a Logo for the Syros Acropoditi Festival (16-03-2023)
- Creating prototypes for eyeglasses for OPTIKA KOIS (25-03-2023)
- Container for the garbage bins of Galissas (09-2023)"

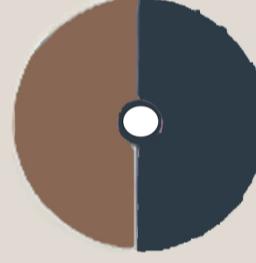
ABOUT

I have a vision of becoming a valuable design engineer, using innovative thinking to create groundbreaking products and systems, aiming to provide people with an unforgettable and unique experience.

I am working towards gaining a comprehensive understanding of modern design, applying design techniques, tools, and methods to flexibly design both physical and digital products, with a focus on performance.

I am accumulating experiences from various fields to extensively prepare in modern design frameworks, developing skills in 3D modeling, graphics, programming, and interactive system design, with the primary goal of adding substantial value to the final product-system."

SKILLS



SOFT SKILLS

- Creativity
- Work Ethic
- Open Mindedness
- Curiosity
- Originality
- Teamwork Facilitator
- Empathy

HARD SKILLS

- product design
- ui/ux design
- prototype product development
- cad
- design research
- programming
- material selection
- portable devices programming
- python
- unity
- creo parametric
- visual studio code
- photoshop

EDUCATION

MAY 2017 -	MICHIGAN PROFICIENCY CERTIFICATE (2017) The Specialists- Kostoula Spiridakou. Patras
JUN 2020 -	HIGH SCHOOL GRADUATE Experimental High School of Patras University . Patras
2021 -	GAME DESIGN Hellenic Open University. Patras
SEP 2020 - PRESENT	PRODUCT & SYSTEMS DESIGN ENGINEER University of the Aegean. Syros