Eleni Kapona

 $+357\ 96310607 \mid \underline{\text{kaponael0701@gmail.com}} \mid \underline{\text{linkedin.com/in/elkapp}} \mid \underline{\text{elenik07.github.io/Portofolio/}} \mid \underline{\text{github.com/EleniK07}} \mid \underline{\text{elenik07.github.io/Portofolio/}} \mid \underline{\text{plenik07.github.io/Portofolio/}} \mid \underline{\text{plenik07.github.io/Por$

EDUCATION

Cyprus University of Technology

Limassol, Cyprus

 $Bachelor\ of\ Multimedia\ and\ Graphic\ Arts(Department\ of\ Multimedia)$

Aug. 2019 - May 2023

Lyceum Archibishop Makariou III Dasoupoli

Nicosia, Cyprus

High School Diploma

Sept. 2016 - May 2019

EXPERIENCE

CUTing Edge - An American Space

Sept. 2019 - May 2023

Assistant - Photographer

Limassol, Cyprus

- Developed strong teamwork skills by actively participating and contributing within a collaborative environment, effectively integrating with the team's objectives and tasks.
- Mastered diverse multimedia editing techniques, including video and photo editing, showcasing the proficiency in enhancing visual content.
- Gained expertise in virtual reality (VR) technology, from VR installation to effectively working with VR content, and acquired hands-on experience with cameras, demonstrating the ability to capture high-quality visual elements.

UIBS - United Business Solutions

Sep. 2022 – December 2022

Internship

Limassol, Cyprus

- Executed web development tasks, contributing to the creation and improvement of web-based applications to enhance user interfaces and functionality.
- Acquired valuable teamwork skills by actively collaborating within a team, participating in meetings, arranging project logistics, and collectively achieving objectives.
- Played a vital role in the product development cycle by engaging in brainstorming sessions to generate innovative names, and further, researched and compiled information about the new product into a comprehensive spreadsheet, which I then submitted to the manager for feedback and evaluation.

CIL - Cyprus Interaction Lab

Febr. 2023 – April 2023

Internship

Limassol, Cyprus

- Utilized video editing software and tools to add graphics, transitions, effects, and audio enhancements to enhance the overall quality of the videos.
- Collaborated with team members to understand project requirements and ensured that the final videos aligned with the desired message and branding.
- Performed video editing tasks, including cutting, trimming, and arranging footage to create engaging and cohesive visual content.

Noteris Limited Services

Oct. 2023 – Present

Full-time - HTML Developer

Limassol, Cyprus

- Collaborated seamlessly within a team environment, contributing to the effective utilization of Storyblok CMS for enhanced content management
- Collaborated with team members to work on new features, additions and other functions that can be utilized seamlessly on websites developed.
- Actively trained on new tech and programming concepts to be ahead of the industry. Using my knowledge i contributed to problem solving to have an efficient project development.

Projects

Junior Achievement Competition - Contestant | UI/UX Designer

- Contributed to the application development process, ensuring the product met defined standards and objectives.
- Devised and executed strategic marketing initiatives, gathering valuable data from a diverse target population to optimize reach and engagement.
- Played a pivotal role in front-end design, implementing necessary modifications to enhance user experience and aesthetic appeal.

IXN partners (UIBS) | UI/UX Designer, Web Developer

- Managed the creation of interactive designs, including sitemaps and wireframes, using tools like Axure.
- Helped the development of the website, collaborating with developers and utilizing programming languages .

PATH | CSharp Programmer, Unity Development

- Was part of coding and development team for a captivating VR game using CSharp within the Unity framework.
- Created immersive gameplay mechanics, user interactions, and intuitive VR interfaces.
- Collaborated with a team of developers and designers to ensure seamless integration of assets and features.
- Utilized Unity3D engine and CSharp programming language to bring the game to life.

Greenie - Rewarding App for Recycling | Figma

- Conducted extensive research on recycling issues and user needs.
- Developed a strategic plan based on research findings.
- Led the creation of user-centered designs, including sitemaps, wireframes, and high-fidelity prototypes using apps like Figma

TECHNICAL SKILLS

Languages: JavaScript, XML, CSharp, MySQL, HTML/CSS, Processing.js

Frameworks: WordPress, Storyblok

Developer Tools: Unity, VSCode, Visual Studio, Figma, Autodesk Maya, Bootstrap, Codepen, GitHub **Adobe Apps**: Photoshop, Illustrator, Lightroom, Dreamweaver, InDesign, Premiere Pro, After Effects

Spoken Languages: Greek, English, Spanish (A1)