

Fotios Pechlivanis

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Creative Developer

[portfolio](#) [dribbble](#) [github](#) [linkedin](#)

ABOUT ME

Experienced hybrid designer and developer with a solid background in IT and a passion for design. Leveraging my expertise in Applied Informatics and coursework in graphic design, I seamlessly integrate technology and creativity to craft visually captivating interfaces and deliver exceptional user experiences. Proficient in Adobe Suite, Figma, and HTML/CSS/JavaScript, I bring together the best of both worlds, fusing my technical prowess with a keen eye for aesthetics to create innovative and impactful digital solutions.

WORK EXPERIENCE

Junior UI/UX Designer – Blueground (2022 - 2023)

- Led end-to-end redesign projects, creating user-friendly interfaces, landing pages, email templates, and blog designs aligned with brand style and emphasizing accessibility, responsiveness, and visual appeal.
- Conducted research, ideated innovative solutions, and developed comprehensive design guidelines for consistent branding and seamless user experience.
- Created wireframes, prototypes, and visually compelling designs using Adobe Creative Suite, and Figma.
- Implemented new features, adapted existing pages, and oversaw the development process to ensure accurate implementation and a cohesive brand image.
- Streamlined design workflows by creating asset libraries, expanding design systems, and optimizing efficiency across multiple projects.
- Collaborated closely with cross-functional teams, including CRM and content, for cohesive design and effective communication.

Creative Developer – Freelance (2019 - 2021)

Associated with: GG, Kardias, Brioche, GraphIT

- Led and executed end-to-end design projects for diverse clients, delivering successful outcomes.
- Developed visually appealing brand identities, including logos and color schemes, for various industries.
- Created cohesive design systems implemented across multiple touchpoints like packaging, print materials, and websites.
- Designed intuitive user interfaces (UI) and engaging user experiences (UX) for web and mobile applications.
- Conducted research, ideation, and prototyping to deliver innovative and user-centered designs.
- Utilized industry-standard tools and technologies, such as Adobe Creative Suite, Figma, HTML, CSS, and JS.
- Oversaw projects from conception to completion, ensuring high-quality designs.

EDUCATION

BSc Applied Informatics – University of Macedonia (2016 - 2021)

CERTIFICATES & COURSES

Motion Design with Figma, The Complete Graphic Design Theory, Graphic Design, Photoshop, Certificate of Proficiency in English, Certificate of English Language Proficiency

TOOLS

Design: Figma, Photoshop, Illustrator, Framer, After Effects, Adobe XD, InDesign, Creative Cloud

Programming: HTML, CSS, Vanilla JavaScript, jQuery, React, Vue.js, Bootstrap, Tailwind, SASS, Python, Java, C, Android, Git

SKILLS

UI/UX Design Principles, User-Centered Design (UCD), Prototyping, User Research, Usability Testing, Interaction Design, Responsive Web Design, Problem-Solving, Collaboration, Agile Methodologies, Project Management, Information Architecture, User Journey Mapping, Usability Principles, Accessibility (WCAG), A/B Testing, Data-Driven Decision Making, SEO, Design Systems, Product Strategy

PROJECTS

Zenerator: AI-powered Haiku generator with RESTful API, supporting text, code, and GitHub repo inputs

Synoditis: A carpooling web & android app based in Greece

Kardias: A booking engine for Kardias Luxury Suites

GG: Personal website for George G.

Portfolio: My personal website.