Hello

My name is Thanasis Rigopoulos

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Experience

Nov 2017 – Present [Brussels, Belgium]

Usability Designer

European Commission, Digital Transformation, DG COMM.

The aim of the programme (formerly known as EC EUROPA web rationalisation programme), run by DG Communication, DG Translation and DIGIT, is to:

- Help people find the information they are looking for quickly and easily in more than 500 websites across all DG departments.
- make the European Commission's online communication more coherent
- make it easier for people to understand what the European Commission does
- save money with better online communications.

My responsibilities in the project are:

- UI design for the European Commission websites (more than 500) maintaining brand guidelines and past designs as well as creating new components for the component library.
- Working directly day-to-day with the User Research team in order to achieve the best possible results when it comes to usability and ease of use of all the web sites!
- Communicating designs, prototypes, mockups, alternative ideas and concepts to the stakeholders as a means to find the optimal solutions for the corresponding problems.

Jun 2016 – Nov 2017 [Athens,Greece]
UI/UX Mobile Designer
Tripsta, travelplanet24, airtickets
Athens,Greece.

- UI/UX design for the airtickets, travelplanet24, tripsta mobile applications in two operating systems (iOS & Android), maintaining brand guidelines and past designs as well as creating new ones.
- Gathering user data including heat maps, scroll maps, action cohorts, user flows etc. for deeper user experience analysis and behavior tracking, in order to conceive A/B test and other forms of experimentation with the ultimate goal to deliver the best possible end to end experience to users.
- Working directly day-to-day with the front end (web) team in order to achieve a consistent and seamless experience across all products.
- Communicating designs, prototypes, mockups, alternative ideas and concepts to the stakeholders as a means to find the optimal solutions for the corresponding problems.

Sept 2015 – Oct 2016 [Athens,Greece]
Lead UI/UX Designer
Gigalize.com

- Defining interaction models, user task flows, and UI specifications.
- Communicating scenarios, end-to-end experiences, interaction models, and screen designs to stakeholders.
- Developing and maintaining design wireframes, mockups, and specifications as needed.
- Gathering user data for deeper user experience analysis and behavior tracking, in order to deliver the best possible end to end experience to users.

Jan 2016 – Mar 2016 [Remote]
The Swipr
https://itunes.apple.com/app/id1079895685
A simple iOS game, where users follow instructions that appear on the screen.

- Created the UI for the game.
- Created all the necessary assets for the game.
- Created all assets for the Appstore listing.
- Defining interaction models, user task flows, and UI specifications

Mar 2014 – Sep 2015 [Athens,Greece]
UI/UX Designer
Mendor Editions S.A
 (e-alexandria.eu, syllabuswebinars.eu, respirowebinars.eu, agedup.gr)

- Part of a five person team, on top of live streaming and asynchronous learning platforms for the Medical University of Athens and Medical University of Crete.
- Developing and maintaining design wireframes, mockups, and specifications to cover all functionalities of each platform.
- In charge of teaching all the application's functionalities to the University lecturers.

(Other clients include: MSD,Pfizer,Bayer)

Mar 2013 – Sep 2014 [Remote]
UI/UX & Logo Designer
99designs.com (freelance)

- Defining interaction models, user task flows, and UI specifications based on the brief created by the client.
- Communicating multiple scenarios, interaction models, and mockups to better cooperate with the client and finally offer the best possible solution.

(Won 6 contests and completed 3 one to one projects)

Sep 2012 – Feb 2013 [Remote]
UI/UX & Logo Designer
pichat.me (contract) The project is now discontinued.

- Defining interaction models, user task flows, and UI specifications based on the brief created by the client.
- Communicating multiple scenarios, interaction models, and mockups to better cooperate with the client and finally offer the best possible solution.

Articles and Publications

The Psychology Principles Every UI/UX Designer Needs to Know
Published by Marvel App Blog on June 8, 2017.
https://blog.marvelapp.com/psychology-principles-every-uiux-designer-needs-know/

Translated in Korean by http://zalhan.kr/ Published by brunch.co.kr on July 1, 2017.
https://brunch.co.kr/@zalhanilll/145

How a good user experience should make you feel!
Published on my personal medium blog on May 8, 2017.
https://blog.prototypr.io/how-a-good-user-experience-should-feel-c8afc7213956

Should Mobile Designers Learn Xcode?
Published on my personal medium blog on February 17, 2017.
https://medium.com/sketch-app-sources/should-mobile-designers-learn-xcode-50f55687af7

Designers not Artists
Published on my personal medium blog on March 25, 2016.
https://medium.com/@thanasis/its-design-not-art-f577d0d2537b

Personal Projects

Total Clean
Alfred 3 Theme
https://github.com/thanasisrig/total-clean

Total Clean
ZSH Theme
https://github.com/thanasisrig/total-clean-zsh

Products.men
A simple site dedicated in curating well designed products exclusively for men.
http://www.products.men/

Tech stack

- Sketch app
- Marvel app
- Invision
- Principle
- Origami studio
- Sublime text
- Git
- Xcode - Auto layout

Education and Certifications

School of Technological Applications Sparta (Greece)
University of Peloponnese

Bachelor's Degree Information Engineering

Jul 2016
Agile Project Management
License 6B6CD6

Nov 2016
iOS UI Development with Visual Tools
License 5A62C0

Aug 2016
UX Design Techniques: Creating Personas
License 0C99EE

Aug 2013
Marketing and Entrepreneurship
University of Peloponnese