Philipos Angelopoulos UX/UI Designer

www.philipangel.design hello@philipangel.design in philiposa

Education

AKTO Art & Design College, Athens, Greece

Sep 2015 - Jul 2018 B.A. in Graphic Design (Honors)

Skills

Software

Figma • Adobe Suite (Photoshop, Illustrator, After Effects, InDesign, Lightroom, Premiere Pro, XD, Acrobat) • Wix (Editor X & Wix Studio) • HTML • CSS • Wrike • Jira • CMS

Design

UX Research • UI/Interaction Design • Agile Development • Journey Mapping • Information Architecture • Wireframing • Prototyping • Usability Testing • Data Analysis • Motion • Data Visualization • Identity Systems • Print • Illustration

More Skills

Teamwork • Writing & Communications • Public Speaking • Apple Enthusiast & Tech Geek • DIY / Crafts Aficionado

Languages

English - Fluent Greek - Native

Experience

Orama Digital Design - UX/UI Design Director

Apr 2023 - Present (Part time)

- Responsible for the majority of the company's website clients, focused on the larger projects
- Working with the CEO & Marketing team to deliver completed results
- Actively using Figma, Wix Editor X & Wix Studio
- Serving as the go-to person for creative direction
- Regurarly meeting with clients to provide direct updates to their projects
- Created templates that save the design team valuable design time

TerraCycle Inc. - UX/UI Designer, Manager

Apr 2022 - Present (Full time)

- Creating flows, sketches, wireframes, prototypes, and other design artifacts to define and communicate end-to-end user experiences
- Working with UX research to plan user testing sessions and translate research findings into future design deliverables
- Collaborating with the product team to evaluate and prioritize features balancing business and end user needs
- Presenting UX/UI designs to stakeholders, users, and development teams.
- Communicating and implementing technical strategies with crossfunctional teams
- Guiding UX/UI interns and working with fellow designers on projects

TerraCycle Inc. - Graphic Designer

Jan 2020 - Apr 2022 (Full time)

- Led the design for both TerraCycle and Loop (TerraCycle's subsidiary company) web projects
- Created designs for mailings, ads and web
- Introduced an asset database shared by all design teams, which continues to save numerous hours of work every week by streamlining the discovery of existing assets
- Primarily completed UX/UI projects under the guidance of the Creative Director & the direction of the company's CEO

<u>Loop, Global</u> - Graphic Designer

Jan 2019 - Jan 2020 (Full time)

- Worked as the sole graphic designer for the global operations of Loop
- Responsible for maintaining the Loop brand across web, ads, in-store
 and emails

TerraCycle Inc. - Graphic Designer

Sep 2018 - Jan 2019 (Full time)

 Designed and produced art and copy layouts for visual communication media, including collateral, branding, identity, packaging, and large format graphics