

Fivos Avgerinos

Multidisciplinary Designer
& Front-End Developer

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Skills	Figma	Invision
	Sketch	InDesign
	Photoshop	After Effects*
	Illustrator	Premiere
	HTML	JavaScript*
	CSS	PHP*
	Sass	Twig
	Git	Kirby CMS

* Learning or lightly familiar

Education **Goldsmiths,
University of London**
Oct 2017 – Dec 2018
MA Design: Expanded Practice
Studio: Spaces & Participation
Distinction

University of Westminster
Oct 2012 – Sep 2013
MSc Logistics & Supply
Chain Management

University of Essex
Oct 2009 – Jun 2012
BSc Business Management

References **Ben Serbutt**
Head of Creative, Fat Beehive

Panayotis Vryonis
Founder & CEO, Longaccess

Juliet Sprake
Senior Lecturer in Design

Experience **Fat Beehive**

Dec 2019 – Present / London

Freelance Designer / Front End Developer

Conceptualised, designed, and developed websites and digital products for organisations that are committed to social good, with a focus on accessibility and web sustainability.

Self-employed

Sep 2012 – Present / London & Athens

Freelance Multidisciplinary Designer

Designing and developing websites and digital products for SMEs and large corporations, working remotely and/or in-house. Startup consulting on design strategy and collaboration with software engineers, copywriters, and marketing managers.

Studio INI

Apr 2018 – Sep 2018 / London

Interaction Designer

Assisted with design and hands-on prototyping the installation for the 2018 London Design Biennale's Greek pavilion — centrepiece to the exhibition at Somerset House.

Something & Son

Jun 2018 – Jul 2018 / London

Design Intern

Assisted with A Common Ground: an interaction design project at Tate Britain.

Forensic Architecture

May 2018 – Jul 2018 / London

Project Volunteer

Assisted in investigating the murder of Greek anti-fascist rapper Pavlos Fyssas. Worked primarily on video editing, audio editing, syncing, and subtitling.

Longaccess

Sep 2013 – Aug 2015 / Athens

UI/UX Designer

Led design and worked closely with software engineers. Designed and developed user interfaces for three complex web platforms: Longaccess, Deepfreeze.io, and BigStash. Created designs for Mac OS and Windows native apps. Developed and maintained an evolving set of style guidelines. Managed and guided contractors to ensure timely product launches and meet deadlines. Involving all team members in the thought process, I always kept the optimal user experience as a priority with a focus on Human-Centred Design principles.