



## UX/UI Designer

### PDF PORTFOLIO

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Website



Behance



LinkedIn

### SKILLS | PROFESSIONAL

- UI / UX Design
- Graphic Design
- Motion Design
- Visual Branding
- Illustration

### SKILLS | TECHNICAL

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premier Pro
- Adobe Indesign
- Adobe XD
- Figma

### EDUCATION

- Monash University  
Bachelor | Industrial Design  
2016 -2018

### INTEREST



# ALESSANDRO METAXAS

I'm currently a working User Experience Designer, a multi-disciplinary creative with a background in Industrial design; I have branched out to learn more about graphic, visual branding, concept art, motion as well as refining my abilities in user experience and Interface Design.

## EXPERIENCE

2022 - Present

### UX Designer - PLAYCAP Software

- Designing UI/UX for digital product, constructing wire-frames, mock ups and synthesising research data and translating it into the design.
- Creating graphics and Icons for better visual clarity and depth.
- Assisting Software Developer in developing digital product and ensuring it meets the technical standards.

**RESULTS|** CURRENTLY DEVELOPING ASSETS AND STRUCTURE FOR VIDEO GAME.

2022 - Present

### UX / UI Designer - Metaxas & Sins

- Designing UI/UX for products, constructing wire-frames, mock ups and synthesising research data and translating it into the design.

**RESULTS|** SHIPPED 1 PORTFOLIO WEBSITE - NOW EMPLOYED.

2020 - Present

### User Experience Designer - AOM Design

Founded company, worked on various project but not limited to:

- Designing graphics for Greek Government Program.
- Creating website for individuals and businesses.
- Visual Branding, creating the look and feel of a brand to engage their clientele and market.
- Product Design work that requires fabrication and experimentation.

**RESULTS|** COMPLETED MULTIPLE PROJECTS TO COMPLETION

2019

### Product Designer - S.T DUPONT

- Approval of concepts by submitting rough drafts to artistic director/client and getting their feedback on what can be improved.
- Developed design from initial rough concept to final 3D model followed by discussions with the engineering and manufacturing team.

**RESULTS|** SHIPPED 3 PRODUCTS - DOCUMENTATION - CREATE NARRATIVES.

2018 - 2019

### Product Designer - S.T DUPONT

- Collaborated with engineers on projects in regard to design and manufacturing process in regards to cost and time.
- Presented design concepts and 3D models to director and discussed the feasibility and cost.

**RESULTS|** SHIPPED 4 PRODUCTS - CONCEPTUALISATION TO PRODUCTION.

2016 - 2018

### Product Designer - Monash University

- Collaborated with other designers, worked as a team, delegated task to meet deadlines and finish work accordingly.

**RESULTS|** FINISHED MULTIPLE PROJECTS, CONCEPTUALISATION TO PRODUCTION.