






# PETROS IOANNIDIS

UX DESIGNER

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 Petrosloannidis

Human-Computer Interaction industrial researcher with experience in UX design and the design of playful experiences for museums. Looking to leverage industry research skills and knowledge in game and play design for opportunities to work with experience design and creative user interfaces. Interested in developing web applications that can bring novel experiences in digital spaces.

## EDUCATION

### Ph.D in Digital Design

2019 - 2022 | IT University of Copenhagen

### M.Sc in IT (Game Design)

2016 - 2018 | IT University of Copenhagen

### B.Sc in Computer Science

2009 - 2016 | University of Athens

## PROGRAMMING SKILLS

Python                  Javascript

C                          SQL

C++                      HTML

C#                        CSS

## IT SKILLS

Godot                    Unity

Figma                    Affinity Suite

Flask                     SQLite

Git                        Blender

## DESIGN COMPETENCES

Iterative Design      Technical Design

User Testing            Rapid Prototyping

Play Design             Experience Design

## LANGUAGES

Greek ●●●              English ●●●

Korean ●●                Danish ●

French ●

## INTERESTS

Creative Coding      History

Investing                Play

Arts

## REFERENCES

### Anders Sundnes Løvlie

Associate Professor  
IT University of Copenhagen

### Tanya Lindkvist

Head of Culture  
Danish Architecture Center

## PROFESSIONAL EXPERIENCE

### Industrial PhD Fellow

4/19 - 3/22 | Dansk Arkitektur Center (DAC) | Copenhagen

Worked with playful hybrid installations as part of the exhibition team.

- Designed, developed, and maintained two hybrid playful installations for DAC's exhibitions. The development consisted of both physical and virtual elements.
- Employed an iterative design approach, where I developed multiple rapid prototypes to communicate potential designs to the team.
- Conducted user tests on over 200 visitors, using their interactions to re-design the installations.
- Conducted analyses of two additional installations that were already in place.
- Compiled design documents to communicate initial design concepts, and user-test results to the rest of the team.

### Research Assistant

9/18 - 2/19 | IT University of Copenhagen | Copenhagen

Built *Visitors' Album*, a playful web application through which visitors can share their personal stories and emotions about the artwork in art museums. Employed by the GIFT research project (European Union's Horizon 2020 research programme) which focused on playful personalized museum experiences.

- Designed and developed the web application.
- Conducted user-tests on over 30 visitors in two museums environments.
- Compiled design documents to communicate initial design concepts, and user-test results to the project's website, project funders, and the rest of the team.

### Assistant Lecturer

9/18 - 2/19 | IT University of Copenhagen | Copenhagen

Assistant lecturer in the course *User-centered communication design*.

- Presented my work through lectures.
- Tested the student's designs and provided them with feedback through all stages of their design process.

### Backend Python Developer

3/14 - 4/15 | CERN | Geneva

Part of INSPIRE's team working with backend development and data harvesting.

- Designed, developed, tested and optimized backend algorithms.
- Contributed code to an open-source project.
- Participated in agile software development cycles (SCRUM).