


PETROS IOANNIDIS, PhD


UX DESIGNER


UX Designer with experience in research and designing internal corporate tools looking to leverage knowledge of UX methods and interface design skills for opportunities to work with digital innovation technologies in an environment that fosters professional growth.

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 PetrosIoannidis

WORK EXPERIENCE

Digital Product Designer (UX/UI)

9/22 - Now | The LEGO® Group | Billund

Worked with internal CAD software used by the LEGO® Group designers to design and develop products. The software was developed in C++ using the Qt framework, and part of it was also in the form of Adobe InDesign plugins.

- Worked in an agile team, and was responsible for facilitating agile processes.
- Solved complex technical design problems through collaborating with the engineers and stakeholders.
- Set up a design research foundation through participatory design and qualitative research methods.
- Developed and maintained a design system relevant to teams that shared user base.
- Communicated research findings and design progress to the team and stakeholders.
- Communicated upcoming changes in design to users through training.
- Delivered high fidelity wireframes to developers, and developed prototypes for testing purposes using Figma.

Industrial PhD Research (Digital Design)

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.
- Conducted user tests on over 200 visitors.
- Compiled design documents to communicate initial design concepts, and user-test results to the rest of the team.

Research Assistant (Digital Design)

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

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.

EDUCATION

Ph.D in Digital Design

2019 - 2022 | IT University of Copenhagen

M.Sc in IT

2016 - 2018 | IT University of Copenhagen

B.Sc in Computer Science

2009 - 2016 | University of Athens

DESIGN SKILLS

Design Thinking • User-centered Design • Participatory Design • Qualitative Research • Experience Design • CAD Software Design • Analytical Thinking • Design Systems • Workshop Planning and Facilitation • Agile Processes

SOFTWARE SKILLS

Figma • Figjam • Miro • Jira • Affinity Suite • HTML • CSS • Git • SQLite • Blender • Python • Godot • Unity

LANGUAGES

Greek ●●● French ● Danish ● Korean ●● English ●●●