

Nikos Georgiadis

Bridging people & technology through design, storytelling & intelligent tools

Senior Product & Digital Experience Designer

Product Design • Design Systems • AI-Augmented Workflows

Senior Product & Digital Experience Designer with 15+ years of professional experience, including ~6 years specializing in UX/UI, digital product design and complex B2B experiences across telecommunications and enterprise environments.

Experienced in translating business and product requirements into clear user flows, scalable interfaces and high-fidelity digital experiences, while maintaining and extending reusable design-system patterns.

Strong background in Figma and close collaboration with Product Owners, engineers and stakeholders from requirements and concept development through design review, handoff and implementation.

Gold medalist *(Panhellenic Kung-Fu Championship, 2015)* & **2nd place** *(European Public Speaking Toastmasters Competition, 2021)*

Contact & Digital Presence

nikosgeorgiadis.com

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Attica, Greece

SKILLS & COMPETENCIES

UX & Digital Design

- Product Design
- Interaction Design
- Design Systems
- UX Research & Usability Evaluation
- High-Fidelity Prototyping
- Developer Collaboration

AI & Intelligent Workflows

- AI-Augmented Design Workflows
- AI-Assisted Information Structuring
- AI-Supported Prototyping
- Prompt Systems & Reusable AI Frameworks

PROFESSIONAL EXPERIENCE

2020 - 2026 | **Digital Experience & UI/UX Designer** *(Velti)*

- Owned UX/UI design for a complex B2B customer-engagement platform used in telecommunications, designing and evolving information-dense workflows within an established Design System.
- Maintained and extended reusable UI patterns and design-system components to support evolving product requirements while preserving visual and interaction consistency across the platform.
- Translated business and product requirements into scalable interface solutions, collaborating with the Product Owner and developers through handoff and implementation.
- Simplified information-dense workflows and interaction structures, including a redesigned flow that reduced required interaction steps by approximately 30%, based on a design-level comparison.
- Produced high-fidelity UI for complex B2B workflows and digital design assets for T-Mobile NL and OTELO; later created newsletters and monthly promotional banners for Goody's in PreSales.

2011 - 2020 | **Interaction Designer & Video Editor** *(Express Publishing)*

- Designed end-to-end interfaces, user flows and interaction patterns for digital learning products, translating educational requirements into structured and usable digital experiences.
- Worked closely with developers through design review and implementation, making targeted HTML/CSS adjustments and supporting video production when required.

2009 - Today | **Graphic Designer & Video Editor** *(Freelancer)*

EDUCATION & PROFESSIONAL DEVELOPMENT

Education

- **MSc in Digital Visual Effects**
  (University of Kent, UK / Distinction)
- **Graphic Arts Technology**
  (TEI of Athens)

Languages

- **Greek** *(Native)*
- **English** *(Fluent)*
- **German** *(Basic)*

Certifications & Training

- **Google UX Design Professional Certificate**
  (Coursera)
- **UX Research for Product Professionals**
  (UXfulness - John Pagonis)
- **Design Systems Foundations & Maintenance**
  (TheUXProdigy)
- **Digital Marketing & Online Branding**
  (GlobalCert & TÜV)
- **Advanced UX/UI Methods**
  (Hype4academy - Michal Malewicz)

TOOLS

Design & Prototyping
Figma, Figma Dev Mode, Adobe Creative Suite *(Photoshop, Illustrator, InDesign, Premiere Pro)*

Product & Technical Workflow
Jira, Notion, GitHub, HTML/CSS *(Working knowledge)*

AI & Intelligent Tools
ChatGPT, Claude, Gemini, Figma AI, Lovable