

ANDREAS GEORGALLA

Front-End Developer | Portfolio: andreasgeorgalla.co.uk
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Front-end developer with over a decade of experience building responsive, accessible digital products across web platforms. Experienced in translating UX and UI concepts into production-ready interfaces using modern JavaScript, HTML, CSS, design systems, and component-based approaches. Collaborates closely with designers, product teams, and engineers to deliver intuitive, user-focused interfaces that balance usability, accessibility, performance, and technical constraints.

SKILLS

Front-End Development

- HTML5, CSS3, SCSS, JavaScript, TypeScript, React (working knowledge), Tailwind CSS, responsive development, accessibility (WCAG), web performance optimisation, technical SEO, email templates

UX & UI Design

- User-centred design, interaction design, wireframing, prototyping, information architecture, design systems, responsive design

Tools & Workflow

- Figma, Adobe XD, Adobe Photoshop, Git and GitHub, Node.js, Docker, Webpack, Bootstrap, Foundation, WordPress, Jira, Agile/Scrum, Google Analytics (GA) and Google Tag Manager (GTM)

WORK EXPERIENCE

Front-End Developer (UI/UX), Standing on Giants, London

May 2021 - Dec 2025 / 4 yrs 8 mos

Agency providing community management services including an online community platform

- Designed and delivered UI layouts and page structures for client-facing community platforms, producing wireframes and high-fidelity designs aligned with established brand guidelines.
- Worked closely with designers, developers, product stakeholders, and clients to shape user journeys and digital experiences, balancing user needs, business goals, and technical constraints.
- Implemented UI designs in production front-end code using HTML, SCSS, and JavaScript, translating visual specifications into responsive, accessible interfaces while maintaining consistency across devices and browsers.
- Led the theming and styling architecture of the platform, implementing a modular, component-based SCSS approach that improved UI consistency, scalability, and code reuse across multiple client projects.
- Applied accessibility and usability best practices when designing and implementing interfaces, supporting users with varying devices, abilities, and levels of technical confidence.
- Worked within a multidisciplinary Agile team, contributing to iterative delivery through Kanban workflows, stakeholder feedback, QA, and ongoing interface refinement.

Web & UX Design, Career Break, London

Mar 2019 - May 2021 / 2 yrs 3 mos

- Completed extensive UX and UI design coursework, achieving top 10% distinction through the Interaction Design Foundation.
- Designed and built a fully responsive personal portfolio website, applying UI design principles, accessibility best practices, and front-end implementation.
- Applied SEO and analytics tooling (Google Analytics and Google Tag Manager) to monitor site performance and user behaviour, using insights to inform iterative improvements.

Front End Developer (Contract), East Atlantic Engineering, Lisbon

Jan 2019 - Mar 2019 / 3 mos

Agency providing digital solutions, including social networking, e-commerce systems and corporate websites

- Implemented UI designs from Adobe XD using front end code, translating visual layouts into clean, modular CSS to deliver consistent, responsive interfaces.
- Worked closely with designers and stakeholders to ensure page layouts, spacing, and visual hierarchy aligned with design intent and usability requirements.
- Developed and customised WordPress themes by adapting templates, custom post types, and taxonomies, enabling clearer content structure and improved manageability for non-technical users.
- Applied responsive design principles across mobile, tablet, and desktop devices using media queries and flexible layouts.
- Maintained organised, version-controlled codebases using Git, supporting incremental delivery and team collaboration.

Front End Developer, Sports Media Interactive, London

Mar 2012 - Mar 2018 / 6 yrs 1 mos

Strategy consultancy providing digital services for online gaming websites in international markets

- Built responsive web pages by translating visual designs into structured, maintainable HTML and CSS, ensuring consistent presentation across devices and browsers.
- Worked collaboratively with designers, product managers, and developers to implement UI updates and improvements, aligning interfaces with brand standards and usability expectations.
- Enhanced mobile user interfaces to improve clarity, navigation, and visual consistency in line with product and market requirements.

EDUCATION

Bachelor of Science (BSc Hons), Computer Science with Games Technology

City University, London | 2003 - 2007

Professional Development (UX & Web Design)

- User Experience Design Essentials - Adobe XD UI UX Design (Udemy)
- Become a UX Designer from Scratch; UX The Beginner's Guide (Interaction Design Foundation)
- Master CIW Designer, Web Design (Redwood Futures)

LANGUAGES

- English (Native) and Greek (Intermediate)