

# ANDREAS GEORGALLA

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Product Designer (UI-focused) with a front-end background and over a decade of experience across web and mobile. My experience spans high-fidelity UI design and front-end development, creating scalable interfaces within design systems and real-world constraints. My background helps me collaborate closely with engineers and deliver designs through to implementation. Currently seeking Product Designer and UI-focused roles, including hybrid positions across design and development.

## SKILLS

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### Product & UI Design

- User-centred design, interaction design, wireframing, prototyping, information architecture, design systems, responsive web and mobile design, accessibility

### Front-End Development

- HTML5, CSS3, SCSS, JavaScript, TypeScript, web performance optimisation, technical SEO, email templates

### Tools & Workflow

- Figma, Adobe XD, Adobe Photoshop, Git and GitHub, Webpack, Bootstrap, Foundation, WordPress, Jira, Agile/Scrum, Generative AI tools, Google Analytics (GA) and Google Tag Manager (GTM)

## WORK EXPERIENCE

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**UI Designer / Front End Developer**, 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 for client-facing community platforms, producing wireframes and high-fidelity interfaces aligned with brand guidelines.
- Collaborated closely with designers, engineers, product stakeholders, and clients to define page layouts, content structures, and user journeys.
- Translated approved designs into production front-end code, building responsive interfaces that maintained design consistency and usability across devices.
- Led theming and styling architecture, implementing a component-based design system using modular SCSS to support scalable, consistent UI delivery across multiple client projects.
- Applied accessibility and usability best practices across design and implementation, supporting inclusive experiences for users across devices and abilities.
- Iterated on designs through stakeholder feedback and testing, refining interfaces to improve clarity, usability, and overall user experience.
- Bridged design and development, reducing handover friction and improving the clarity and efficiency of implementation

**Web & UX Design, Career Break, London**

Mar 2019 - May 2021 / 2 yrs 3 mos

- Completed UX/UI training with top-10% distinction from the Interaction Design Foundation.
- Designed and built a fully responsive portfolio website, applying UI design, accessibility, and UX principles.
- Applied SEO best practices and analytics (GA & GTM) to monitor performance and improve user engagement.

**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 modular CSS for responsive, maintainable 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, improving content structure and usability for non-technical users.
- Applied responsive design principles across mobile, tablet, and desktop devices using flexible layouts and media queries.
- Maintained organised, version-controlled codebases using Git, supporting team collaboration and incremental delivery.

**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 deliver UI updates and improvements aligned 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

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

City University, London

**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

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- English (Native) and Greek (Intermediate)