

ANDREAS GEORGALLA

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UX / UI Designer with front-end development experience and over a decade contributing to user-centred digital products. Works closely with designers, developers, stakeholders, and clients to create clear, accessible interfaces and user journeys within real-world constraints. Brings a strong understanding of how digital products are built, ensuring design decisions are realistic, collaborative, and ready for delivery. Experienced in designing and working within design systems and component-based UI to support consistency, scalability, and efficient delivery across products.

SKILLS

UX & UI Design

- User-centred design, interaction design, wireframing, prototyping, information architecture, design systems, responsive 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, AI tools (ChatGPT), Google Analytics (GA) and Google Tag Manager (GTM)

WORK EXPERIENCE

Front End Developer / UI Designer, 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, stakeholders, and clients to define page layouts, content structure, and user journeys, balancing user needs, business goals, and technical constraints.
- Collaborated with development teams to implement approved designs, translating visual specifications into responsive, high-quality interfaces while maintaining design intent across devices.
- Led the theming and styling architecture of the platform, using a component-based approach with modular SCSS to support consistent, scalable UI across multiple projects.
- Applied accessibility, clarity, and usability best practices throughout design and delivery, supporting users with varying devices, abilities, and levels of technical confidence.
- Contributed within a small, multidisciplinary Agile team, supporting iterative design and delivery through Kanban workflows and regular stakeholder feedback.
- Acted as a bridge between design and development, supporting smoother handover, clearer specifications, and more efficient implementation across projects.

Web & UX Design, Career Break, London

Mar 2019 - May 2021 / 2 yrs 3 mos

- Completed UX and UI courses 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 clean, modular CSS for 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, 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

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)