



Nikos Georgiadis

Bridging people & technology through design, storytelling & intelligent tools

Human-Centered Digital Experience Designer

AI-Integrated Workflows • UX & Communication Clarity • Human-Technology Interaction

Digital Experience Designer specializing in AI-augmented workflows and information clarity.

I translate complex requirements into structured user journeys and high-fidelity prototypes, working closely with product and development teams to carry design intent through implementation.

My focus is on practical AI integration: accelerating content creation, improving cross-team alignment, and delivering scalable, repeatable design systems that support decision-making and business growth.

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

Contact & Digital Presence

 nikosgeorgiadis.com

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SKILLS & COMPETENCIES

UX & Digital Design

- Interface Design
- High-Fidelity Prototyping
- Information Architecture
- Interaction Design
- Dev Collaboration
- Cross-Team Communication

AI & Intelligent Workflows

- AI workflows improving delivery speed, consistency & team alignment
- AI-assisted structuring for pitch decks & presentations
- Automated layout & narrative flow generation
- Rapid prototyping via AI-driven exploration
- Prompt systems for consistent imagery & assets

PROFESSIONAL EXPERIENCE

2020 – Today | Digital Experience & UI/UX Designer (Velti)

- Delivered UX/UI for an enterprise customer-engagement platform used by major European telcos, improving clarity, navigation logic, and feature findability.
- Designed monthly loyalty campaigns and digital assets for brands including Goody's, T-Mobile NL, and OTELO.
- Produced communication and presentation design for the EU innovation initiative EdgeAI-Trust, translating complex AI work into clear, audience-appropriate messaging.
- Designed webinar presentations, translating key messages into clear visual narratives and supporting Marketing in audience-facing communication.
- Introduced AI workflows and reusable content frameworks across PreSales & Marketing, reducing production time and manual repetition while keeping pitch decks and presentations consistent.

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

- Designed interfaces and interaction flows for digital learning products, working with developers to review implementation and make targeted HTML/CSS adjustments.
- Stepped in as video editor during a transitional period, before the company established a dedicated video team.

2009 – Today | Graphic Designer & Video Editor (Freelancer)

EDUCATION & PROFESSIONAL DEVELOPMENT

Education

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

Languages

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

Certifications & Training

- Official Google UX Design Certification**
(Coursera)
- Digital Marketing & Online Branding**
(GlobalCert & TÜV)
- Design Systems Foundations & Maintenance**
(TheUXProdigy)
- Advanced UX/UI Methods – Michal Malewicz**
(Hype4academy)
- AI Tools for Designers (Figma AI, Midjourney, Gemini)**
(Various Resources)

TOOLS

Design & Prototyping

- Figma
- Adobe Suite
- Canva
- Lovable

AI & Intelligent Tools

- ChatGPT
- Claude
- Gemini
- Midjourney

Technical & Workflow

- HTML/CSS (Working knowledge)
- GitHub
- Jira
- Notion