



Nikos Georgiadis

Bridging people & technology through design, storytelling & intelligent tools

Senior Digital Experience & Product Designer

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

Digital Experience Designer with 15+ years of professional design experience, including ~6 years specializing in UX/UI, complex B2B digital products and enterprise experiences.

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, building scalable workflows that improve design clarity, delivery efficiency and cross-team alignment.

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

Contact & Digital Presence

 nikosgeorgiadis.com

 [Nikos Georgiadis](#)

 [Nikos Georgiadis](#)

 info@nikosgeorgiadis.com

SKILLS & COMPETENCIES

UX & Digital Design

- Product & Interface Design
- Interaction Design
- Information Architecture
- High-Fidelity Prototyping
- Design Systems
- Developer Collaboration

AI & Intelligent Workflows

- AI-augmented design workflows
- AI-assisted information structuring
- Prompt systems & reusable AI frameworks
- AI-supported prototyping & concept exploration
- AI-enabled design collaboration
- Scalable AI-assisted production workflows

PROFESSIONAL EXPERIENCE

- 2020 - 2026 | Digital Experience & UI/UX Designer (Velti)**
 - Owned UX/UI design for a complex B2B customer-engagement platform used by major European telecoms, translating business requirements into clear user flows and scalable interfaces.
 - Evolved reusable UI patterns and design-system components, collaborating with Product Owners and developers through review, handoff and implementation.
 - Designed loyalty campaigns and digital experiences for Goody's, T-Mobile NL and OTELO, balancing brand, usability and delivery needs.
 - Translated complex AI and technical concepts into clear visual narratives and presentation materials for EdgeAI-Trust.
 - Introduced AI-assisted workflows and reusable content frameworks across PreSales and Marketing, improving consistency and reducing repetitive work.
- 2011 - 2020 | Interaction Designer & Video Editor (Express Publishing)**
 - Designed end-to-end interfaces and interaction flows for digital learning products, turning educational requirements into structured, 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**
(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 Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro), Canva, Lovable
- AI & Intelligent Tools**
ChatGPT, Claude, Gemini, Midjourney, Figma AI
- Product & Technical Workflow**
Figma Dev Mode, HTML/CSS (Working knowledge), Jira, Notion, GitHub