



## Contact me

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## Knowledge

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Adobe Premiere

Adobe XD

Figma

Adobe Dimension

## Education

2011 – 2015

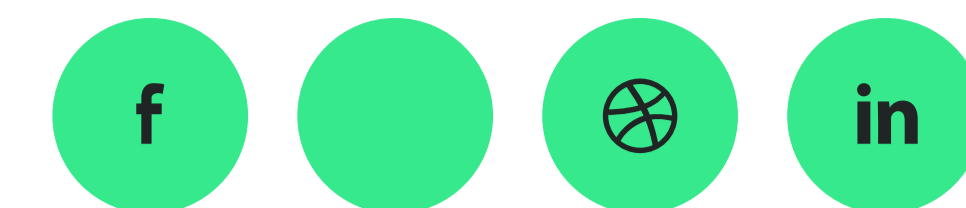
### Multimedia Design

University of Nicosia

My bachelor degree it consists of project management, typographic expertise, interface design and development, 3D modeling and animation, and interactivity.

# Marios Stavrou

Multimedia Web UI/UX Designer



I am Marios Stavrou, a Multimedia Designer focusing on web interfaces and user experience defining the visual design of a project from initial exploration to final deliverables. Since 2015, I have worked for numerous businesses that are linked to my studies in order to obtain experience with the broad concept of multimedia design. I love web design and photography, which I pursue to practise in my free time. I'm constantly keen to learn new things and advance in my job.

## Work experience

2021 – currently

### Web UI / UX Designer

Investotech

I am currently the lead designer of an app called Gratis that is about to launch soon. I am responsible for the looks and feels of the app. I have done all the designs needed for the app except the logo. That includes brand guidelines, web design, app design, social media, playstore/appstore media screens, display ads, blog page and posts.

Major projects completed by myself during my time in Invesotech:

- **Gratis App** - Aim to get the world investing & managing their money commission-free, giving equal opportunity to everyone for financial independence.
- **Client Portal 2.0** - By prioritizing both the functionality and design, Client Portal v2.0 can provide clients with a positive and memorable experience while they manage their assets.
- **Tradesmart** - Web re-design of our new Forex broker client Tradesmart. Complete revamp with new brand guidelines and logo.

2018 – 2021

### Multimedia Designer

FXPRIMUS

My responsibility was to design websites for marketing campaigns, HTML banners, social media banners, produce promotional videos and a ton of other content relevant materials to the requirements of the business.

2017 – 2018

### Graphic Designer

A.G. Diamond Tools

My responsibility was to design everything required for a product to enter the market as well as to build the company's brand identification from the ground up.

2016 – 2017

### Lighting Designer

Mega TV Channel

My job was to check the lighting, colors, ISO, and other aspects of the cameras to make sure they were ideal for live TV broadcasting. I have a ton of experience working on live TV shows where concentration and high-level abilities are needed.

2015 – 2016

### Video Editor

Sigma TV Channel

My responsibility was to make video montages that would air during the news. News video editing involves an extremely fast work pace and a lot of time pressure.