Dino Kordopitoulas

I am passionate in leading a team to success by developing thoughtful designs that create memorable experiences.

- 🖵 dinosaurdino.com
- ☑ dino.kordos@gmail.com
- Section 352-334-7997
- new York, New York

Education

lowa State University, B.S.

Marketing International Business Chinese

Proficiencies

Sketch Framer Figma Principle InVision Zeplin Photoshop After Effects Edge/ Flash Illustrator InDesign

HTML CSS SASS Bootstrap JS understanding

Atlassian Products Dropbox Slack Trello

References Available upon request.

Senior Interaction Designer Google

Lead designer for Google's first and only third-party consent management platform.

Working with a cross-functional team of researchers, engineers, product management and sales to support and drive product decisions.

Collaborating with designers across Google products to ensure consistent UX patterns and designs, as well as providing feedback.

Senior UX/UI Designer USA TODAY NETWORK

December 2014 – June 2017 Washington, D.C.

Designed scalable systems and digital experiences for USA TODAY brands, reaching 14 million users daily.

Worked in an agile and scrum management process executing usertesting, research, wireframes and designs.

Led design for all internal and external ad/ branded content experiences for our digital, VR, Google and Facebook platforms.

Developed animations and prototypes for various product initiatives.

Digital Media Manager Gannett Ad Design Center November 2012 – December 2014 Des Moines, Iowa

Managed nationwide digital ad operations for 100+ publishing companies with up to 300 ads ordered daily.

Established new products and workflows, including Gannett's first proprietary HTML5 ad operations.

Worked daily with sales, account managers and ad departments with client requests and technical issues to meet strict deadlines.

Led and coached a large team of designers, developers and coordinators focused on increasing enthusiasm for design and positive user experience.

Designer & Production Coordinator Gannett Ad Design Center October 2011 – November 2012 Des Moines, Iowa

Created high-quality animated and static digital ads for local advertisers in a deadline sensitive environment.

Interacted daily with account managers and sales to ensure accurate and timely ad delivery.