Chris Keramidas is a product designer looking for *challenging*, *fulfilling*, and *ethical* work.

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experience

Product Designer, Bigtincan, 2022 – present

Lead designer on numerous features, seeing products through from wireframe prototypes to release, delivering user-centric designs across Bigtincan's suite of sales enablement products.

Collaborated closely with product management, research, and engineering teams to implement user feedback.

Helped develop and maintain an accessible design system, ensuring scalability with limited development resources.

Delivered high-quality designs, wireframes, prototypes, and polished UI, ensuring seamless user experiences while adapting to evolving product requirements.

Designer, Heuristic Industries, 2022 – present

Created brand assets for a startup guitar pedal company, including logos, icons, and design guidelines, ensuring clarity and consistency across current and future products.

Designed both prototype and production-ready products, focusing on usability and readability in demanding environments.

Provided UX and design consultancy for the company's web storefront.

Graphic Designer, Wright, 2022

Designed for digital and print spaces to enhance the auction experience, creating innovative and engaging presentations.

Contributed to web and mobile designs, using animation and motion design to help Wright's modern and contemporary art auctions stand out.

Pitch Designer, The Mill, 2021 – 2022

Created high-end pitch decks and presentation materials for clients like Meta, Showtime, and Clif Bar, helping communicate complex ideas through simple, engaging visual narratives.

Research Assistant, DePaul University, 2021

Assisted Associate Professor Nathan Matteson in exploring the evolving meaning of the word "design" over time, with the goal of anticipating future semantic shifts.

Developed multidimensional word embeddings from large-scale text corpora, generating word vectors to visualize and analyze changes in meaning across different time periods.

education

DePaul University, 2021

BFA in Graphic Design,
summa cum laude

skills

Interaction design

Design systems

UX design and writing

Wireframing and prototyping

WCAG compliance

User and market research

Documentation and communication

Branding and visual identity

Motion design and animation

tools

Figma

Adobe Creative Suite
InDesign, Illustrator, Photoshop, Premiere, After Effects

Microsoft Office
Word, Excel, PowerPoint

Google Workspace
Docs, Sheets, Slides, Forms

HTML

CSS

Javascript