

# LENIA MARGARITI

## address

3 Rosalind Place,  
Newcastle Upon Tyne, United Kingdom

tel 07517084859

e E.K.Margariti2@newcastle.ac.uk

t @LMargariti (Twitter)

l leniamargaritis (LinkedIn)

## Design

### Graphic Design

in Adobe Suite CS6 : Photoshop •  
Illustrator • Adobe After Effects

Concept Sketches • Wireframes •  
Mockups • Low & High fidelity Proto-  
types in Sketch • Balsamic • Affinity  
Designer

User flows and User Journeys •  
Figma

3D modelling & fabrication  
3Ds Max • SketchUp • Blender Rhino  
& Grasshopper

3D interactivity  
Unity • Aframe • Three.js • Blender-  
4Web

## Summary

UX/UI designer and HCI researcher, currently PhD student at Open Lab. My research focus is on workplace wellbeing and human-building interaction. Previously digital transformation analyst at COSMOTE Telecom, I have a solid experience in UX/UI, Design Thinking, Agile teamwork and Prototyping with industry standard technologies. Innovative problem solver and eager learner. Experienced in codesigning with stakeholders, project management and interdisciplinary collaboration.

## Skills

- Competent in user-research.
- Expert in Qualitative Analysis and Design research.
- Knowledge of Quantitative analysis & basic statistical analysis in RStudio.
- Excellent design skills (2D&3D).
- Solid experience in Design Thinking, Prototyping and Agile teamwork.
- Competent in UX/UI design workflow (wireframes, mockups, user flows).
- Good front-end programming skills in industry standard web technologies (JS, React, HTML5/CSS3).

## Experience

### Open Lab, HCI & Ubicomp Research

Newcastle Upon Tyne, UK || PhD || 10/2019 - today

My research focus is on workplace wellbeing and human-building interaction; including wearables, smart buildings, awareness technologies, physical & tangible interfaces. Past and current research activities include:

- User research - planned and facilitated physical and virtual focus groups, design workshops, surveys.
- Expertise with qualitative and quantitative data analysis.
- Design research - designing & developing prototypes using web technologies (React, JS), custom hardware and diverse materials (3D printing, silicone molding).
- Working with wearable devices - part of IDEA FAST research project.

### Microsoft Research

Cambridge, UK || Research Intern || 06/2021 - 09/2021

Research intern at Future of Work under the theme 'Inclusive remote & hybrid meetings'. Investigated the potentials of developing behavioral profiles and detecting non-inclusive behaviors from eyes-off automated analysis of meeting transcripts using Teams software.

### COSMOTE Telecommunications / OTE Group

Athens, GR || Digital Transformation Analyst || 12/2017 - 10/2019

My role involved Design Research, UI/UX, and Prototyping in Web, mobile, AR & VR. Key projects and responsibilities:

- Organizing and facilitating in Design Thinking workshops, meetings with stakeholders, internal & external Hackathons.
- Co-designing user engagement strategy and leading UI customization of an internal Ideation Platform.
- Engaging in agile sprints with IT department to validate new concepts.
- Rapid prototyping to discuss, present and validate ideas.
- User testing (AB testing), validating prototypes with internal focus groups.

- Lead consultant in design research projects that include VR/AR/MR and interactive technologies - health and safety training, employee training, customer engagement.
- Design and development of VR/AR prototype apps in Unity & Aframe (C#, JS, WebGL )
- HRI (Human Robot Interaction) project with Softbank Pepper at COSMOTE stores. VUI Design in Python.
- VUI and mobile UX for voice assistant feature in COSMOTE app.
- Lead UX/UI consultant and project manager for Missing Alert - a mobile application for tracking missing people in collaboration with 'The Smile of the Child' NGO.

## Programming

HTML5 • CSS 3 • JS • React • Python • C#

OOP - SOLID principles • Testing - basic DB design • Git version control • AJAX / DOM manipulation

## PlastiqHaus

Edinburgh, UK || Designer/ Research || 08/2015 – 05/2017

Designer/ research associate in PlastiqHaus start-up, in the fields of Architecture, Design, Visualization and Immersive Design. Key responsibilities in Architectural Design, Graphics, 3D Modeling & Visualization (Revit, Adobe Suite, Rhino, 3DsMax), and in coordinating projects with contractors. Leading role in forming the design strategy, 3D design of interiors and buildings and winning Ilubirin Real Estate competition.

## Freelancing

Digital Identity and Graphic Design || 08/2017 – today

## Languages

English / Fluent  
German / Good  
Greek / Native

## Education

### Open Lab, Newcastle University, UK

PhD || 2019 – today

PhD student at Open Lab, HCI & Ubicomp Research, Newcastle University, Newcastle Upon Tyne, UK.

### CodeClan Digital Academy, Edinburgh, UK

PDA in Software Development || 2017 – 2017

Professional Development Award (PDA): 4-month digital up-skilling (SCQF level 8) through intensive software development and UX courses.

### University of Edinburgh, UK

MSc Urban Strategies and Design || 2014 – 2015

Msc with distinction (Dissertation Grade: 78/100), following courses at Architecture School and Design Informatics, focusing on participatory design and digital urban strategies.

### Aristotle University of Thessaloniki, Greece

BSc & March in Architecture || 2006 – 2013

Five year degree in Architectural Design with distinction (8.5/10)

## References

Upon Request

## Hobbies

Sci-Fi lover • Outdoors • Climbing • Yoga • Contemporary Dance