

# Stavroula (Vilie) Manoli

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curriculum vitae / resume

## graphic designer

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• research and planning skills • visual articulation • concept development • ability to learn new digital design platforms • accurate • attention to detail • structure and usability

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• self-motivated and good at motivating others • problem-solver • organizational skills  
• hard worker • efficient • communication skills • decision maker • team worker • financial awareness • perform under pressure • time management • willing to learn

## work experience

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(see portfolio)

- Apr 2017 - Aug 2018 graphic designer - member get member company, Amsterdam, The Netherlands  
Design management in various fields: marketing, web and UX design, layout and information design. Responsible for all visuals related not only to the company and but also the clients.
- Oct 2004 - Present freelancer graphic designer a.o. Anomaly, eyeOPENER, GridLine  
Project and Client management in various fields: visual identity, web and UX design, editorial design and info-graphics.
- Mar 2007 - Nov 2008 graphic designer - Northern Light CoDesign, Amsterdam, The Netherlands  
With responsibilities that cover all stages in the exhibition design process: from pitch phase and preparation of presentations, going through concept and preliminary design, up to detail design and production support.
- Nov 2003 - May 2004 graphic design intern - "0-300 Motorcycle Magazine", Athens, Greece  
Worked in the advertising department with focus on the extra/attached monthly issue of the magazine. Working together with the sales department creating marketing materials including brochures, posters and banners.

## education

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- Oct 2009 - Sep 2012 **Master of Arts in Design**, program in **Graphic Design - Multimedia**, Faculty of Applied Arts, Hellenic Open University of Greece  
• UX design • innovative technologies in multimedia • virtual environments • art and design history
- Sep 2005 - Aug 2006 **Master of Arts in Design**, program in **Editorial Design**, Hogeschool voor de Kunsten Utrecht, The Netherlands  
• design theory • information visualization • type design

Sep 1999 - Sep 2004 **Bachelor Degree in Graphic Design**, Technological Educational Institute of Athens,  
Faculty of Graphic Arts and Design, Department of Graphic Design  
• advertising • marketing • photography • design theory • art and design history • typography • illustration

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## technical skills

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design software Photoshop, Illustrator, InDesign, XD, Premiere Pro and After Effects (basics)  
other software Open Office, Microsoft Office and Pages, Numbers and Keynote for iOS,  
HTML and CSS (basics)  
design crafts traditional methods of printing, photography

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## languages

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Greek – native  
English – excellent understanding, speaking and writing skills  
Dutch – independent user, level B2 (NT2-II)  
German – basic user (Goethe Institute -Zertifikat Deutsch als Fremdsprache)

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## honors

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November 2014 First Prize of MIREX Grand Challenge 2014, with focus on the user experience of a complete MIR system, together with the team of the Department of Information and Computing Sciences, University of Utrecht

December 2006 Guest speaker on “The visual language of graphics” at University of Amsterdam, faculty of Humanities, department of Media and Culture

June 2003 Awarded from General Secretariat of Rising Generation and International Organization of Immigration for the Poster competition on “Racism and xenophobia, action-reaction”

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## references

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Available upon request.