

✉ klelia.perrou@gmail.com
🌐 <https://kleliaperrou.com/>
📍 France
☎ +33744418672
💻 Open to remote work

Social Media

in @klelia-perrou-1a56a6281

Languages

Greek

Native

English

Bilingual

French

Intermediate (B1 - B2)

Core skills

Product & UX/UI Design

- User journeys & flow mapping
- Wireframing & prototyping in Figma
- Interaction design & usability optimization
- Information architecture & UX structuring

Design Systems & UI

- Component libraries & scalable UI systems
- Design consistency across platforms
- Responsive interface design
- Figma-based design workflows

Visual & Brand Design

- UI design & layout systems
- Brand identity & visual direction
- Typography & visual hierarchy

Additional Skills

- Motion design & 2D/3D visuals
- Cross-functional collaboration (PMs, developers, educators)
- Workshop facilitation & design education
- Rapid learning & adaptability in evolving product environments

Tools

Figma, Webflow
Illustrator, Photoshop, InDesign
After Effects, Premiere
3ds Max, Blender
Notion

Klelia - Kalliopi Perrou

Product Designer | UX/UI, Systems Design, Visual Design

Product Designer with experience across UX/UI, design systems, and visual design, focused on turning complex user and business needs into clear, intuitive product experiences. I work across the full design process, from mapping flows and structuring interactions to building high-fidelity interfaces in Figma, collaborating closely with product and development teams. I enjoy simplifying complexity and designing systems that feel clear, structured, and natural to use.

Education & Diploma

Master's Degree | Design Engineering & Interactive Systems

From 2009 to 2015 **University of the Aegean** Greece

Experience

Product & Visual Designer

Since 2017 **Freelance** France, Greece, and internationally

Product and UX/UI designer working with startups and organizations across various industries, designing digital products and systems from early flows to high-fidelity interfaces.

- Designed end-to-end user journeys, wireframes, and high-fidelity UI in Figma
- Translated user and business needs into structured, intuitive product experiences
- Improved usability and clarity of web and digital products through UX redesigns
- Built and maintained visual systems and component-based UI structures for consistency
- Collaborated with developers to ensure accurate implementation of design systems
- Iterated on designs based on feedback, constraints, and user needs

Selected Projects

Beyond the Sky (Luxury Concierge) – <https://beyondthesky.fr/>

- Redesigned website and booking/calendar management system
- Mapped user flows and improved scheduling and navigation experience
- Delivered wireframes, prototypes, and final UI design in Figma
- Ensured visual and interaction consistency across the platform

Little Bird (Organic Cosmetics)

- Designed brand identity and packaging system
- Created e-commerce website with focus on UX clarity and navigation structure
- Defined visual direction and product presentation system

Head of Design & Project Manager

Since 2018 **Dragons' Nest GR** Athens Greece, Europe

- Led UX/UI, branding, and digital presence for educational and EU-funded projects
- Designed learning experiences using structured UX and interaction principles
- Managed Erasmus+ projects ensuring design and content consistency across deliverables
- Developed “Beyond Likes”, a guide exploring AI tools for content creation
- Facilitated collaboration between multidisciplinary teams (design, education, content)

Co-founder & Head of Design

From 2016 to 2023 **RPG4Kids** Athens, AT, Greece

- Co-created an educational game for children (6–12 years old)
- Designed full visual system, including characters, assets, and branding
- Built interactive learning experiences combining storytelling and gameplay
- Collaborated with educators and schools to align product with learning outcomes
- Led design direction for engagement and usability of educational content

Design Instructor

From 2019 to 2022 **IEK AKMI** Athens, AT, Greece

- Taught UX/UI design, visual design, and digital tools
- Guided students in design thinking, problem-solving, and project execution
- Structured learning experiences focused on real-world design workflows

Visual & Motion Designer

Since 2017 **Broadcast & Media Projects** International

- Designed 2D/3D motion graphics and real-time broadcast visuals
- Created visual storytelling assets for media and entertainment productions
- Delivered high-quality design under tight deadlines and production constraints