

# konstantinos v. papalazarou — [ A PRESENTATION OF AN INDUSTRY ICON ]

Founder, CEO & CCO at **VISIONART STUDIOS, LLC.**<sup>R</sup> /\* 09.2006 - 12.2016 \*/ — **Currently as a Freelancer** ✓  
 Owner, Executive Creative Director and Consultant, Senior User Interface / User Experience Designer, Motion Graphics Artist, Graphic Designer, Author.

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 Skype ID: konstantinos\_papalazarou ✕ LinkedIn: <https://www.linkedin.com/in/konstantinospapalazarou> ✕ Behance / The Last Stand: [UI / UX / Graphic Design \(Desktop + Mobile\)](#)

**profile** — /\* last update: NOV. 25, MON. 327 / 366 - 2024 \*/

- Konstantinos Papalazarou is a digital content creator and a **Cyberdyne Systems T-9000 | Model 202**, concentrating on selling products and services that align with a high-end creative direction. The grid of his skills is divided into four (4) distinct Chapters: **Graphic Design / Corporate Identity and User Interface Design**<sup>1</sup>, **User Experience Design and Research / Analysis**<sup>2</sup>, **Motion Graphics and Sound**<sup>3</sup>, **Development and Coding**<sup>4</sup>.
  - He has an in-depth, comprehensive perception of Graphic Design Principles, the central axis of everything. The main endoskeleton of Konstantinos' graphical style emerges from mixing multiple transmutations from themes — elements — styles such as **Sacred Geometry**<sup>1</sup>, **Futurism**<sup>2</sup>, **Glyphic / Hieroglyphic**<sup>3</sup>, **Gaming**<sup>4</sup>, **High-Technology**<sup>5</sup>, **Artificial Intelligence**<sup>6</sup>, **Metaphysics**<sup>7</sup>, **Ancient Civilizations Patterns and Symbolisms**<sup>8</sup>.
  - For more than twenty-two (22) years of experience in design manufacturing, his work has blended all the sections, from design to motion, using varied mediums and devices / equipment such as websites, smartphones, video games, film, television, smartwatches, electronic billboards, print, stands and vehicles.
  - He was the Founder, CEO, and CCO of **VISIONART STUDIOS, LLC.**<sup>R</sup> a digital creative agency that focuses on creating digital products and campaigns, emphasizing the assimilation of appropriate patterns and mentalities from only the top companies that belong specifically to the creative sector and game industry using extremely high-quality graphics. **As the central coordinator of the LLC, Konstantinos has numerous partnerships and alliances** (including individuals and multinational companies); often, he needed specific roles to meet the very special requirements of each case, such as coding / programming / creating databases and, of course, the strict deadlines. **This strategic decision-making is a key part of his role**, as he hires people for these positions, primarily behind companies' profiles, such as developers and designers. (this chapter is massive because it describes who I am. For any further information, you can go to LinkedIn)
  - **With a track record of managing over five hundred fifty cases**, overseeing the total creative direction (design, development, coding, animation), and the final execution of the projects, he brings a wealth of experience and expertise to the board. His adaptability is a pivotal strength, making him comfortable working alone or as part of a team and enabling him to excel in various creative roles. He has also worked as a private employee in creative labs (print / web), advertising, and IT companies.
- **Clients:** About Net<sup>1</sup> • Aegean Recycling S.A.<sup>2</sup> • Afianes Wines<sup>3</sup> • Alexander Collections<sup>4</sup> • **Alumil**<sup>5</sup> • Amelia Ironmonger<sup>6</sup> • **Bacardi**<sup>7</sup> • Balkans Beyond Borders<sup>8</sup> • Balla<sup>9</sup> • Cine Paradisos<sup>10</sup> • Dimitris Lykourazos<sup>11</sup> • Ela Mazi<sup>12</sup> • El.e.an.a.<sup>13</sup> • Epafos IT Systems<sup>14</sup> • **Ford Motor**<sup>15</sup> • Forty Love<sup>16</sup> • Free Bird<sup>17</sup> • Frida Jacobsen<sup>18</sup> • Hikaru Kido<sup>19</sup> • **Head**<sup>20</sup> • Dr. Iliakis Emmanouil<sup>21</sup> • Jean's Stock<sup>22</sup> • Kevin Dewulf<sup>23</sup> • Korimvos<sup>24</sup> • Kwaba Center<sup>25</sup> • Lucas H. Miller<sup>26</sup> • **Mercedes-Benz**<sup>27</sup> • Motor Scalp, LLC.<sup>28</sup> • **Nike**<sup>29</sup> • Sebastian O. Murray<sup>30</sup> • **Sony**<sup>31</sup> • Solar Protection<sup>32</sup> • Silver Star, LLC.<sup>33</sup> • Smash Sport<sup>34</sup> • Share-IT Technologies<sup>35</sup> • Stori Athens<sup>36</sup> • Overmedia SA<sup>37</sup> • Prince Oliver<sup>38</sup> • **Pioneer**<sup>39</sup> • Rachele's Choco-Shop<sup>40</sup> • Tennis:24<sup>41</sup> • The Pharm Store 247<sup>42</sup> • The Tennis Shop<sup>43</sup> • Wide Services<sup>44</sup>

## software — /\* last update: DEC. 29, SUN. 364 / 366 - 2024 \*/ — /\* Underline: under study \*/

Photoshop <sup>1</sup>, Illustrator <sup>2</sup>, Xd <sup>3</sup>, Indesign <sup>4</sup>, Flash Cs 6.0 / renamed as Animate <sup>5</sup>, Dreamweaver <sup>6</sup>, Premiere <sup>7</sup>, After Effects <sup>8</sup>, Blender <sup>9</sup>, Mac OS Sonoma <sup>10</sup>, Garage Band <sup>11</sup>, Pages <sup>12</sup>, Keynote <sup>13</sup>, Numbers <sup>14</sup>, Atlassian Jira <sup>15</sup>.

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## web/programming languages — /\* last update: DEC. 29, SUN. 364 / 366 - 2024 \*/ — /\* Underline: under study \*/

Actionscript 2.0 <sup>1</sup>, HTML5 <sup>2</sup>, CSS3 <sup>3</sup>, SASS <sup>4</sup>.

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## case studies (projects) — /\* last update: JAN. 8, WED. 8 / 365 - 2025 \*/

- ✓ Tennis:24 — Game, Set & Match. Officially, it is the first journalistic web page for tennis in Greece. /\* UI / UX Design, Graphic Design, Mobile, Presentation \*/  
→ Behance URL Address: <https://www.behance.net/gallery/122410997/TENNIS24-GAME-SET-AND-MATCH-UIUXIA>
  - ✓ Aegean Recycling, SA — Respect the Environment. Otherwise, you won't survive. /\* UI / UX Design, Graphic Design, Desktop, Mobile, Presentation \*/  
→ Project URL Address: [https://archive.konstantinospapalazarou.com/ui-ux\\_design/aegean-recycling/desktop/](https://archive.konstantinospapalazarou.com/ui-ux_design/aegean-recycling/desktop/)  
→ Behance URL Address /\* latest update: 11.25.2022 \*/: <https://www.behance.net/gallery/121186719/AEGEAN-RECYCLING-SA-UIUX-GRAPHIC-DESIGN>
  - ✓ Konstantinos V. Papalazarou — In Creating the Official Website. /\* UI / UX Design, Graphic Design, Desktop, Mobile, HTML5 / CSS3, Media Queries \*/  
→ Project URL Address: <https://konstantinospapalazarou.com/>
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## professional experience 2002 - 2024 — /\* last update: JAN. 8, WED. 8 / 365 - 2025 \*/

PR.EX. DIVISION No. **11**: January 2017 - August 2019 | February 2020 — Present /\* Summary time: Seven (7) Years + Eight (8) Months \*/

→ Working at **KONSTANTINOS V. PAPALAZAROU** /\* Description: Owner - Freelancer \*/

→ Personal Website: <https://www.konstantinospapalazarou.com>

→ Role / Position: Owner, Executive Creative Director / Consultant, Senior User Interface / User Experience Designer, Motion Graphics Artist, Graphic Designer, Author.

→ Tagging: long-distance cooperations; new website on the road; logo / icon; SVG graphics; CSS; Javascript (first touch); remodelling / embracing new styles;

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PR.EX. DIVISION No. **10**: May 2020 - February 2021 /\* Summary time: Ten (10) Months \*/

→ Working at **AEGEAN RECYCLING SA** /\* Description: environmental / recycling services \*/

→ Company Website: <https://www.aegean-recycling.com> | Kind of Partnership: Outsourcing / Contract.

→ Role / Position: Senior User Interface / User Experience Designer, Web Developer (HTML5 + CSS3). Graphic Designer.

→ Tagging: corporate identity / logo; print; web page; tech support; server; email accounts; synchronizing different e-mail clients; social media graphics; coding;

**PR.EX. DIVISION No.09:** September 2019 - March 2020 /\* Summary time: Seven (7) Months \*/

→ **Working at** **LIGHTHOUSE SA** /\* Description: a 360 digital agency \*/

→ **Company Website:** <https://www.lighthouse.gr>

→ **Kind of Partnership:** Started as an internal employee (first three weeks), and then the position became an external partnership (full-time). /\* format: contract \*/

→ **Role / Position:** Senior Graphic Web Designer.

→ **Tagging:** web graphics; newsletter; static banner; landing page; redesigns; social media; atlassian jira;

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**PR.EX. DIVISION No.08:** August 2019 - January 2020 /\* Summary time: Six (6) Months \*/

→ **Working at** **WIDE SERVICES** /\* Description: e-learning services \*/

→ **Company Website:** <https://wideservices.gr>

→ **Kind of Partnership:** Outsourcing. /\* Format: Contract \*/

→ **Role / Position:** Senior User Interface / User Experience Designer, Graphic Designer, CSS Designer / Developer.

→ **Tagging:** re-design / refresh; design from scratch; color profiles based on airport identity; css3; GitHub; icon design; vector graphics; UI / graphic design; UX analyze;

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**PR.EX. DIVISION No.07:** September 2006 - December 2016 /\* Summary time: Ten (10) Years + Four (4) Months \*/

→ **Working at** **VISIONART STUDIOS, LLC. <sup>R</sup>** /\* Description: a digital creative agency \*/

→ **Company Website:** <https://www.visionartstudios.com>

→ **Role / Position:** Founder, CEO & CCO, Creative Director, Senior UI / UX / Graphic Designer, Motion Graphics Artist.

→ **Tagging:** web graphics; animated flash websites and banners; Actionscript; **America as permanent headquarter and main influencer <sup>A</sup>**; develop corporate identity; deep diving into the animation principles; UI elements / icons; game graphics / skins; leadership / guidance; **Japan / Aichi Prefecture / Shinshiro (新城市) <sup>B</sup>**; **Italy / Milan <sup>C</sup>**;

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**PR.EX. DIVISION No.06:** June 2006 - August 2006 /\* Summary time: Two (2) Months \*/

→ **Remarks & Comments, Title of this Division:** Cessation Interval & Preliminary Procedures.

→ **Role / Position:** Founder & Planner. Establishing, strategizing, and organizing the forthcoming LLC.

→ **Tagging:** brand identity preparation; first partnerships; headquarters research; America / Phoenix; relocation; collecting material from the top ones;

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**PR.EX. DIVISION No.05:** January 2006 - May 2006 /\* Summary time: Five (5) Months \*/

→ **Working at** **PANIVAR** /\* Description: record company \*/

→ **Kind of Partnership:** Private Employee. (full-time)

→ **Role / Position:** Graphic Designer.

→ **Tagging:** album cover; Corel Draw; cd-rom cover, poster;

**PR.EX. DIVISION No.04:** July 2004 - December 2005 /\* Summary time: One (1) Year + Five (5) Months \*/

→ **Working at** **GRAPHISMA CREATIVE™** /\* Description: a digital creative agency \*/

→ **Company Website:** <https://www.graphisma.gr>

→ **Kind of Partnership:** Private Employee. (full-time)

→ **Role / Position:** Web / Graphic Designer.

→ **Tagging:** Macromedia flash; micro-website; sound; brochure; logo / corporate identity; business card; advertising; Corel Draw; poster; presentation; PowerPoint;

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**PR.EX. DIVISION No.03:** May 2003 - June 2004 /\* Summary time: One (1) Year + One (1) Month \*/

→ **Working at** **744 INTERACTIVE LAB™** /\* Description: a web design studio \*/

→ **Company Website:** has been closed.

→ **Kind of Partnership:** Private Employee. (full-time)

→ **Role / Position:** Digital Designer.

→ **Tagging:** animations; flash websites; interactive displays; XML; HTML; CSS3; sound; banners; loops; advertising;

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**PR.EX. DIVISION No.02:** October 2002 - April 2003 /\* Summary time: Seven (7) Months \*/

→ **Working at** **GRAPHISMA CREATIVE™** /\* Description: an advertising company \*/

→ **Company Website:** <https://www.graphisma.gr>

→ **Kind of Partnership:** Private Employee. (full-time)

→ **Role / Position:** Graphic Designer.

→ **Tagging:** brochure; logo / corporate identity; catalogue; stands, cd-rom covers, poster; advertising;

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**PR.EX. DIVISION No.01:** June 2002 - August 2002 /\* Summary time: Three (3) Months \*/

→ **Working at** **IKION** /\* Description: an advertising agency \*/

→ **Kind of Partnership:** Freelance. (full-time)

→ **Company Website:** has been closed.

→ **Role / Position:** Freelance Graphic Designer.

→ **Tagging:** brochure; poster; Corel Draw; catalogue;

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education — /\* last update: FEBRUARY 19, SUN. 050 / 365 - 2023 \*/

ED. DIVISION No. **01**: January 1999 - January 2003 /\* Summary time: Four (4) Years \*/

UNIVERSITY OF WEST ATTICA /\* Previously as: Higher Technological Educational Institution of Athens \*/

→ **Bachelor's Degree**: Graphic Design Department.

→ **Grade/Rate**: 7.7 <sup>10.0</sup>

→ **Official Website**: <https://www.uniwa.gr/>

→ **Program**: <https://www.uniwa.gr/en/studies/schools-and-departments/aac/gd/>

↳ **Sample of Courses - Workshops** (8 Semesters): graphic design <sup>01.</sup>, multimedia <sup>02.</sup>, type-faces-typography <sup>03.</sup>, typography in graphic design <sup>04.</sup>, colour-drawing <sup>05.</sup>, freehand drawing <sup>06.</sup>, sketch <sup>07.</sup>, linear drawing <sup>08.</sup>, semiology <sup>09.</sup> (visual communication in graphic design), digital photo taking <sup>10.</sup>, digital photography <sup>11.</sup>, industrial design <sup>12.</sup>, history of arts (different subjects each semester), graphic design <sup>13.</sup>, storyboard <sup>14.</sup>.

ED. DIVISION No. **02**: November 2022 - December 2022 /\* Summary time: Two (2) Months \*/

UNIVERSITY OF WEST ATTICA /\* Previously as: Higher Technological Educational Institution of Athens \*/

→ **Seminar Title**: 3D modeling of spaces and humanoid photorealistic models (Avatars) for 3D printing in open and free software (Blender & Make Human).

→ **Way of teaching**: Remote and at the university labs. (keynote & video presentations, useful notes).

→ **Seminar Duration**: 200 hours.

→ **Official Website**: <https://www.uniwa.gr/>

→ **Software we used**: Blender, Make Human, Stop Motion Studio, Sketchfab, Adobe Mixamo, 3DF Zephyr.

→ **Tagging**: Blender; Boolean; Bump; Make Human; Sculpting; Metal; Texturing; Pattern Design; 3D Modelling; Avatars; Rendering; Stop Motion; Stop Motion Studio; 3D Printing; Form Labs; PrusaSlicer; Sketchfab; Ultimaker Cura; 3DF Zephyr; Photorealism;

→ **I designed/executed the following items on the exercises / tasks we've made at the Labs**: An F1 Tyre <sup>01.</sup>, Skyscrapers <sup>02.</sup>, and rendering a Photorealism Sphere by using the features of 3DF Zephyr <sup>03.</sup>. I took pictures (one by one frame / different angles) with my mobile phone (RedMi Note 8 Pro / 64-megapixel camera) <sup>04.</sup>, and a stop motion video <sup>05.</sup>.

active and temporarily\* non-active zones/locations, 2002 - 2024 — /\* last update: OCT. 31, THU. 304 / 366 - 2024 \*/

○ **Headquarters — Main / 1st<sup>A</sup>** → 15657 N Hayden Rd Scottsdale, Arizona 85260 / Phoenix Metropolitan Area, USA. — permanently non-active ○ 10.2006 - 06.2007 ❌

○ **Headquarters — Main / 1st<sup>B</sup>** → 4730 University Way NE Ste-104, Seattle, Washington 98105 / Olympia, USA. — temporarily\* non-active ○ 07.2007 - 12.2016 ❌

○ **Headquarters — After Main / 2nd** → Eschilou 28 & Dimokratias St. 72 Egaleo 12244 / West Athens, Attica, Greece. — active ○ 2006 - Present ✅