

Eleni Kapona

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EDUCATION

Cyprus University of Technology

Bachelor of Multimedia and Graphic Arts (Department of Multimedia)

Limassol, Cyprus

COURSES

Back-End Software Engineering Course

Wargaming Forge

Nicosia, Cyprus

Mar. 2025 – May 2025

EXPERIENCE

CUTing Edge - An American Space

Assistant - Photographer

Sept. 2019 – May 2023

Limassol, Cyprus

- Developed strong teamwork skills by actively participating and contributing within a collaborative environment, effectively integrating with the team's objectives and tasks.
- Mastered diverse multimedia editing techniques, including video and photo editing, showcasing the proficiency in enhancing visual content.
- Gained expertise in virtual reality (VR) technology, from VR installation to effectively working with VR content, and acquired hands-on experience with cameras, demonstrating the ability to capture high-quality visual elements.

UIBS - United Business Solutions

Internship - Web Developer

Sep. 2022 – December 2022

Limassol, Cyprus

- Executed web development tasks, contributing to the creation and improvement of web-based applications to enhance user interfaces and functionality.
- Acquired valuable teamwork skills by actively collaborating within a team, participating in meetings, arranging project logistics, and collectively achieving objectives.
- Played a vital role in the product development cycle by engaging in brainstorming sessions to generate innovative ideas for web features, and further, implemented these ideas using HTML, CSS, and JavaScript. Compiled and organized relevant information into a comprehensive spreadsheet, which I then submitted to the manager for feedback and evaluation.

CIL - Cyprus Interaction Lab

Internship - Video Editor

Febr. 2023 – April 2023

Limassol, Cyprus

- Utilized video editing software and tools to add graphics, transitions, effects, and audio enhancements to enhance the overall quality of the videos.
- Collaborated with team members to understand project requirements and ensured that the final videos aligned with the desired message and branding.
- Performed video editing tasks, including cutting, trimming, and arranging footage to create engaging and cohesive visual content.

Noteris Limited Services

Full-time - HTML Developer

Oct. 2023 – Present

Limassol, Cyprus

- Collaborated seamlessly within a team environment, contributing to the effective utilization of Storyblok CMS to manage and structure dynamic website content, ensuring seamless integration with custom JavaScript functionalities.
- Implemented front-end development using HTML, CSS, and JavaScript to enhance user interfaces, focusing on responsive design and cross-browser compatibility, while working on new features, additions, and other functions for seamless website performance.
- Collaborated with cross-functional teams to develop new features and optimize website performance, ensuring efficient project workflows and smooth content updates.

PROJECTS

Junior Achievement Competition - Contestant | *UI/UX Designer*

- Contributed to the application development process, ensuring the product met defined standards and objectives.
- Devised and executed strategic marketing initiatives, gathering valuable data from a diverse target population to optimize reach and engagement.
- Played a pivotal role in front-end design, implementing necessary modifications to enhance user experience and aesthetic appeal.

IXN partners (UIBS) | *UI/UX Designer, Web Developer*

- Managed the creation of interactive designs, including sitemaps and wireframes, using tools like Axure.
- Helped the development of the website, collaborating with developers and utilizing programming languages .

PATH | *CSharp Programmer, Unity Development*

- Was part of coding and development team for a captivating VR game using CSharp within the Unity framework.
- Created immersive gameplay mechanics, user interactions, and intuitive VR interfaces.
- Collaborated with a team of developers and designers to ensure seamless integration of assets and features.
- Utilized Unity3D engine and CSharp programming language to bring the game to life.

Greenie - Rewarding App for Recycling | *Figma*

- Conducted extensive research on recycling issues and user needs.
- Developed a strategic plan based on research findings.
- Led the creation of user-centered designs, including sitemaps, wireframes, and high-fidelity prototypes using apps like Figma

TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript, CSharp, MongoDB, Postgres, MySQL, PHP, Processing.js

Frameworks: WordPress, Storyblok, Bootstrap, Tailwind CSS

Developer Tools: Unity, VSCode, Visual Studio, Figma, Autodesk Maya, Codepen, GitHub

Adobe Apps: Photoshop, Illustrator, Lightroom, Dreamweaver, InDesign, Premiere Pros

Spoken Languages: Greek, English, Spanish (A1)