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## I'm a designer+developer.

I've been designing, developing, and managing digital products for **15+** years.

Although my design work is mostly focused on **UX/UI/IxD**, I have a wide range of design experience, from **branding** to **animation**, even **printmaking**. Plus, I'm able to create functional **UI prototypes**, and develop **full-stack JavaScript applications** on Node with GraphQL APIs and React (Native) **mobile/web** clients.

### know-how

An understanding of basic design principles and Gestalt theory  
Expertise on user experience design and user research  
Using design patterns in semantically correct way  
A strong recognition of visual identity  
Technical knowledge to create media for diverse platforms

### analytical skills

Design-oriented problem solving  
Creative ideation and conceptualization  
Balancing form and function on any given matter  
Developing models with contextual and visual coherence  
Discriminative and comparative case study and feedback analysis

### languages

Turkish (Native)  
English (Fluent)

### education

#### Middle East Technical University

##### Urban Design + Industrial Design

SEPTEMBER 2007 — JULY 2013 (DROPOUT)

After having successfully passed 90% of 5-year Urban Design study, I decided to quit. Before I officially dropped out, I had spent 2 years attending **17 additional courses** offered by the Department of Industrial Design including **Product Design**, **Graphic Design**, **Interactive Multimedia Design**, **Visual Media**, **Design Management**, and **Intellectual Property Rights**.

#### Anadolu University

##### Business Administration + Public Relations

NOVEMBER 2007 — JUNE 2011

At the end of 4-year study, I have successfully earned a **bachelor's degree in Business Administration** and an **associate degree in Public Relations**.

*I have successfully taken 86 courses from 4 departments in 2 universities.*

### technical skills

#### GRAPHICS

Sketch Photoshop Illustrator

#### WEB DESIGN

Mobile-first Responsive Cross-browser

#### UX

Wireframing Storyboarding

#### UI

Prototyping Interaction Animation Accessibility

#### MARKUP

HTML DOM XML JSX EJS

#### STYLING

CSS LESS Sass

#### DATA

GraphQL REST Mongo SQL

#### NATIVE/MOBILE

React Native Expo

#### FRONTEND

JavaScript ES10 React/Hooks Riot Redux

#### BACKEND

Node Express

#### OTHERS

Webpack Linting DevTools CLI Git

● Advanced ● Intermediate ● Novice



# work

## Base64.ai

### Full-Stack Developer + Designer

JANUARY 2020 — APRIL 2020 | NEW YORK (REMOTE) | EMPLOYEE #1

I mostly worked on the **data extraction API** on backend and created/integrated **AI solutions**. I designed and developed the product demo and website. Later, I developed a **mobile application** for both Android and iOS platforms using **React Native**.

## Docu.ai

### Full-Stack Developer + Designer

APRIL 2019 — JANUARY 2020 | SAN FRANCISCO (REMOTE) | EMPLOYEE #1

I was providing a **swiss-army-knife** type of work in Docu.ai. I **designed and developed the core product** of the company, along with its website. I created **the brand** and prepared all the **marketing materials** (including how-to-use videos). On top of all these, I worked on backend, improving the **data extraction AI** and creating/managing datasets.

## Grou.ps

### Product Manager

FEBRUARY 2018 — APRIL 2019 | RENO (REMOTE)

I worked at Grou.ps as a **Product Manager**; however, I was mostly dealing with **design and development**. I almost entirely designed and developed GraphJS, a **client-side library** for enabling social features (messaging, following, etc.) on any website. Then I worked on building Grou.ps v2, using powerful features of GraphJS. I am also co-founder of GraphJS.

## Digitoy Games

### Social Media Marketing Consultant

NOVEMBER 2016 — FEBRUARY 2019 | IZMIR (REMOTE)

I worked at Digitoy Games, a social games company, as a consultant on **branding, targeted ads, and social media marketing**.

## Semantica

### Founder + CEO

DECEMBER 2013 — APRIL 2016 | SAN FRANCISCO

I founded the company to create better social feedback tools. I **hired and managed a team** after the company **raised a seed investment**. We **designed, developed, and shipped three products** called Piccture, Cardz, and Favogue.

## Fraktal Proje

### Co-founder + Project Manager

JANUARY 2013 — SEPTEMBER 2013 | ANKARA

## Kodobur

### User Interface Designer

OCTOBER 2010 — AUGUST 2012 | ANKARA (REMOTE)

## Labris Networks

### User Interface Designer

AUGUST 2008 — MAY 2009 | ANKARA

## Freelance

### Designer + Developer

JUNE 2003 — PRESENT

# interests

Design, linguistics, typography, reverse engineering, juggling.