

PROFESSIONAL STATEMENT

Lead UI / UX Designer with 5 years of experience and specialization in XR, VR, AR, Web3 application design. I am passionate about creating visually appealing and effective solutions that are tailored to each client's unique needs. My ability to work collaboratively with cross-functional teams and deliver successful projects across a range of industries such as manufacturing, education, healthcare, entertainment and gaming industries is evidenced by my strong track record in user research, wire-framing, prototyping, and usability testing. Looking to leverage my skills to bring monetized improvements to Atlas Space Metaverse and MediboothVR as UI/UX Team Lead.

KEY & TECHNICAL SKILLS

Core Competencies	Software		Languages	
Wire-framing	Figma		Turkish	
User Flows	Adobe Photoshop		English	
Storyboard	Adobe Illustrator		French	
Design System	Adobe Premiere Pro		Spanish	
Rapid Prototyping	Adobe After Effects		Finnish	
	Adobe InDesign		Java	
	Unity		Python	
	Unreal Engine 5		C#	

EXPERIENCES

03.2021 - Present

Lead UI/UX Designer (Current Position)

Atlas Space Metaverse IT Service & Consulting, Miami - USA

- / Promoted to Lead UX/UI Designer by focusing on user-centered design principles and creating simple and intuitive user interfaces that contributed to the company's growth.
- / Received 95% positive feedback from clients.
- / Consistently completed projects an average of 10% ahead of deadlines.
- / Designed a VR interaction solution tailored for a defense industry leader.
- / Collaborated closely with creative directors and motion graphic artists from a prominent automotive manufacturer to develop an advertisement video showcasing the smart car's user experience.
- / Produced interactive prototypes for intricate web applications using page/user flow diagrams, site maps, and interactive wire-frames in Figma for a B2B metaverse solution for a major financial institution.
- / Possess deep knowledge of UI/UX creation systems in game engines like Unity and Unreal Engine.
- / Conducted comprehensive UX research through interactive tests on designs, utilizing both high and low fidelity prototypes. Developed a design system for Atlas Space compatible with mobile, web, and VR devices.
- / Provided guidance to creative teams in the creation of assets for digital, print, social, and video projects.

08.2021 - Present

Lead UI/UX Designer (Project Contract)

Medibooth VR, Istanbul - TURKEY

- / Led UI/UX design efforts for a prominent healthcare firm and designed a virtual reality app integrated with EEG and wearable devices to deliver personalized experiences for users.
- / Created a mobile app to empower users in tracking their progress and establishing positive habits, enhancing accessibility to the platform.

LALIN KEYVAN, MA

LEAD UI / UX DESIGNER

- / Consistently completed tasks 15% ahead of target deadlines.
- / Collaborated closely with neuroscientists and wellness experts to ensure the platform's effectiveness in stress reduction and mental well-being.
- / Conducted user research and implemented iterative design improvements based on user feedback, resulting in enhanced user engagement and satisfaction.
- / Implemented a gamification approach to incentivize user participation and increase user motivation within the MediboothVR platform.

10.2021-08.2021

Instructor, Arch111 Computation Based Basic Design Studio
Istanbul Bilgi University, Istanbul - TURKEY

- / Partnered with İdil Üçer Karababa, PHD, Seckin Maden, PHD, and Ekin Arslan, MArch to teach first year design students on design thinking methods, basic design principles, material design and digital fabrications techniques.
- / Facilitated a dynamic learning environment, encouraging students to develop strong analytical and problem-solving skills in design thinking, coached the students on their projects and encouraged them to try out different fabrication methodologies to bring out the potential of their chosen materials.

04.2019-06.2021

Interaction Designer
GarageAtlas Technology & Design, Istanbul - TURKEY

- / Utilized my visual design skills to create captivating, user-centered interfaces for XR, collaborating with renowned organizations such as the Chamber of Mechanical Engineers of Turkey, Pladis Global (one of the world's leading snacking companies), Niger International Diori Hamani Airport, and Nest Convention Center.
- / Collaborated closely with cross-functional teams, including developers and content creators, to seamlessly integrate UI/UX design into VR/AR/XR projects.
- / Successfully launched Serene VR, the first meditative app on SideQuest that utilizing hand gestures, shortly after Meta Quest released their hand tracking SDK. Within three months, our project was recognized and exhibited at Sonar+D Istanbul, a renowned music and digital art festival.
- / Developed a comprehensive design system in MediboothVR, later it has evolved into its own startup, receiving funding from Tubitak, The Scientific and Technological Research Council of Turkey, due to its success and high demand.
- / Designed an end-to-end 360° live broadcasting system, compatible with virtual reality glasses, smartphones, tablets, and YouTube 360°. Pioneered the first 5G 360° live streaming system in collaboration with Huawei, Turk Telekom (one of Turkey's main telecommunication services), and the Turkish Basketball Federation.

02.2020-08.2020

Instructor, FAD326 Small Interventions & Implementations in Architecture and Design
Istanbul Kadir Has university, Istanbul - TURKEY

- / Introduced creative coding, physical computing and prototyping to 3rd year architecture and industrial design students partnered with Mehmet Berk Bostanci, MA.

03.2019

Multi-Disciplinary Designer and Creative Director
Bigumigu | New Creators Series, Istanbul - TURKEY

- / Participated as a guest speaker on one of the episodes of New Creators Talk series.

Multi-Disciplinary Designer and Creative Director
Sonar+D, Istanbul - TURKEY

- / Showcased Therememe, an interactive installation collaborated with M. Berk Bostanci, MA.

10.2018

Multi-Disciplinary Designer and Creative Director

Future Tellers Digital Summit, Istanbul - TURKEY

/ Organized a workshop with M. Berk Bostanci, MA called Through the 4th Wall as a part of the Future Tellers Digital Summit

06.2018-07.2018

Multi-Disciplinary Designer and Creative Director

Sydney Vivid Lights Music Ideas Festival, Sydney - AUSTRALIA

/ Designed and built the Nacre interactive installation with Pulpo Collective as a part of the festival exhibition.

/ Collaborated with artists and architects from all over the world to design a parametric system, corresponded by the manufacturing process in Sydney

/ Engineered and build an interactive system which collects live data with sensors and micro controllers from the ocean and projects light and colors onto the installation which is located on the land side.

06.2017

Architect and Interaction Designer

Living in Future Cities Exhibition, Barcelona - SPAIN

/ Showcased Augmented Creativity Interactive Installation which is designed as a case study for my masters degree on how artificial intelligence can be a collaborator in arts and learn creative behavior in 2017.

02.2017

Architect and Interaction Designer

Santa Eulalia Light Festival, Barcelona - SPAIN

/ Designed, built and exhibited the Brillen en La Foscor interactive installation with colleagues from IAAC as a part of the light festival.

EDUCATION

09.2015-09.2017

Master of Advanced Architecture and Interaction

Institute for Advanced Architecture of Catalonia, Barcelona - SPAIN

09.2012-01.2015

Minor Degree: Visual Communication and Design | Dean's List Academic Achievement Award

Istanbul Bahcesehir University, Istanbul - TURKEY

09.2010-01.2015

Bachelor Degree in Architecture and Design | Dean's List Academic Achievement Award

Istanbul Bahcesehir University, Istanbul - TURKEY

CERTIFICATES

Interaction Design Foundation, Online User Experience Course - Ongoing

Learn Digital With Google, How to Increase Productivity at Work

IELTS 8 English Language Certificate

DELFB2 French Language Certificate

WES Education Credential Evaluation Certificate