

## LALIN KEYVAN

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[LinkedIn](#) | [Portfolio](#) | [\[Ongoing Works:Portfolio24\]](#)

### PROFESSIONAL SUMMARY

Sr. UI/UX Designer with 5+ years of experience in XR, Web3, and mobile design, leading the award-winning Atlas Space project and guiding cross-functional teams to deliver user-centric solutions. Focused on creating impactful designs with expertise in user research, prototyping, and usability testing across healthcare, education, and gaming.

### WORK EXPERIENCE

#### Co-Founder

##### *Selfhack\*, Espoo FIN*

**05/2024 - Present**

- Improved a comprehensive communication strategy, improving stakeholder engagement and increasing investor confidence by 20%.

#### SR. UI/UX Designer

##### *Medibooth Health Software & Technologies, Istanbul TUR*

**08/2021 - 05/2024**

- Led the design of a VR app integrated with EEG and wearable devices, enhancing user personalization and contributing to a 15% improvement in user engagement.
- Developed a mobile app using Figma, increasing user accessibility and tracking capabilities, resulting in a 20% boost in user retention.
- Collaborated with neuroscientists and wellness experts, conducted user research and implemented design improvements, which led to a 25% increase in user satisfaction.
- Introduced gamification strategies through rapid prototyping, motivating users and improving participation rates by 30%.
- Streamlined cross-functional team workflows, resulting in a 10% productivity increase and meeting deadlines 15% ahead of schedule.

#### Instructor

##### *Istanbul Bilgi University, Istanbul TR*

**09/2021 - 08/2022**

- Facilitated design thinking workshops, improving student understanding by 20% and enhancing their application of basic design principles.
- Implemented individualized coaching strategies, increasing student satisfaction with course content by 10%.

#### UI/UX Designer

##### *GarageATLAS Technology&Design, Istanbul TR*

**04/2019 - 06/2021**

- Designed user-centered interfaces for XR projects, collaborating with top organizations and improving client satisfaction by 25%.
- Prepared a design system and user flows for MediboothVR, leading to a successful crowdfunding campaign that achieved 120% of its funding goal under 24 hours.
- Engineered the first 5G 360° live broadcasting system in collaboration with Huawei, Turk Telekom Telecommunication Service, and the Turkish Basketball Federation.

#### Instructor

##### *Istanbul Kadir Has University, Istanbul TR*

**02/2020 - 08/2020**

- Revamped curriculum for online learning, ensuring continuity in students' education during the pandemic, and 25% improvement in course completion rates.
- Introduced advanced design tools, improving students' skills in digital design by 40%.

### LEADERSHIP EXPERIENCE

#### Lead of UI/UX Team

##### *Atlas Space Metaverse IT Service & Consulting, Miami USA*

**03/2021 - Present**

- Promoted to Lead UX/UI Designer, driving user-centered design initiatives and contributing to a 90% client approval rating for new features.
- Consolidated project timelines by 10% through efficient task delegation and progress monitoring, ensuring early completion of deliverables.
- Optimized game file management for Unity and Unreal Engine by implementing a novel approach, leading to a 40% reduction in file size and 50% increasing loading efficiency.

## PROJECT EXPERIENCE

### Project Manager and Creative Director

**Sonar +D Festival, Istanbul TR**

**01/2020 - 02/2020**

- Crafted and built Lacuna and Serene VR, resulting in a 40% increase in foot traffic at Sonar+D ,and generating over 500 social media mentions and boosting brand visibility by 75%.

### Multi-Disciplinary Designer and Creative Director

**Vivid Lights Music Ideas Festival, Sydney AUS**

**01/2018 - 06/2018**

- Designed and built the Nacre interactive installation with Pulpo Collective, and conducted post-event surveys, gathering feedback that showed 95% attendee satisfaction and interest in future collaborations.

### Architect and Interaction Designer

**Santa Eulalia Light Festival, Barcelona, SPA**

**09/2016 - 02/2017**

- Co-led the Brillen en La Foscor installation with IAAC colleagues, attracting over 10,000 attendees and becoming a highlight of the festival.
- Adopted sustainable design practices, utilizing recycled materials and reducing costs by 15%, which garnered praise from 80% of festival attendees.

## EDUCATION

### Master's Degree

**09/2017**

UPC - Polytechnic University of Catalonia, Spain

### Bachelor's Degree in Architecture & Design

**01/2015**

Istanbul Bahcesehir University, Turkey

Dean's List Academic Achievement Award

### Minor Degree in Visual Communication Design

**01/2015**

Istanbul Bahcesehir University, Turkey

Dean's List Academic Achievement Award

## SKILLS

**Core Competencies:** User-Centric Design Thinking, Wire-framing, User flows, Storyboard, Design System, Rapid Prototyping, SEO

**Project Management:** Leadership, Project Coordination, Strategic Planning, Concept Development, Design Strategy, Team Collaboration, Research

**Product:** Jira, Agile, Kanban, Sprint, Git

**Design Programs:** Figma, Adobe Photoshop, Illustrator, Premiere Pro, After Effects, InDesign, Unity, Unreal Engine, Framer, Wix, Webflow, ChatGPT, Midjourney

**Programming:** Java, Python, C#

**Languages:** English (IELTS 8.0), French (DELFB2), Spanish (A2), Finnish (A1), Turkish (Native)

## AWARDS / RECOGNITIONS

2024 American Metaverse Awards Top Enterprise Metaverse Solution Nominee: [Atlas Space Metaverse](#)

2023 American Metaverse Awards Top AR VR XR : [Atlas Space Metaverse](#)

Venice Biennale 2016: [Solana Open Aviary, Bio-Reclaim Project with ecoLogic Studio](#)

Adafruit: [Skins2 Project exhibition in Fab12 Shenzhen](#)

Event Engineering Australia & Altiba9: [Nacre by Pulpo Collective](#)

Bigumigu: [New Creators Talk](#)