



EDUCATION

New York University, Tandon School of Engineering

🎓 **MS Integrated Digital Media (3.68 GPA)**
May 2018 (Tandon & IDM Scholarships)

Maryland Institute College of Art

🎓 **BFA Graphic Design (3.46 GPA)**
May 2010 (Dean's List, Presidential Scholarship)

PROFESSIONAL EXPERIENCE

Lead Product Designer at The Coca-Cola Company Contract (Remote) - June 2020 to present

Multinational beverage corporation, headquartered in **Atlanta, GA.**

Role: Currently leading the UX design, development and product architecture of the employee platforms used across the CCI region.

Lead User Experience Designer at Bolt Insight Contract (Remote) - October 2020 to present

Qualitative user research company based in **London, UK.**

Role: Leading the entire user experience and product design cycle for Bolt Talk, a qualitative user data collection app that connects corporations directly with their target customers..

UX Design Lead at General Electric Aviation Full-Time - September 2019 to June 2020

Top engine supplier for the majority of commercial aircraft. Headquartered in **Cincinnati, Ohio.**

Role: Leading the UX operations of the internal applications being developed at the **Istanbul office.**

TTC Design System Leader, 2020
Service & Repair UX Design Lead, 2020
TTC Digital Leadership Recognition, 2019

Creative Director at Seed MC Contractor - January 2019 to September 2019

Istanbul-based digital design company, serving global clients such as **Redbull** and **Henkel.**

Role: Product design, front-end development, creative direction and design consultation.

Research Fellow at Verizon Full-Time - December 2017 to December 2018

New York-based startup fund (*Connected Futures*) for Citytravelar, a mobile AR startup that makes wayfinding seamless.

Role: Product design and AR development of the application. Integration of mobile AR with Google's Geolocation API.

Verizon Connected Futures Finalist, 2018
NYC Media Lab Grant Winner, 2018
NYU Official Website Cover Story, 2018
NYU CATT Article, 2018

Lead Product Designer at WAVR Co-Founder - January 2017 to May 2018

New York-based mixed reality startup that uses EEG brainwave data to trigger commands on a VR application.

Role: Product design and VR development of the mixed reality application.

NYU MakerSpace Prototyping Fund, 2018
World Maker Faire Editor's Choice Award, 2017
NYVR Expo Showcase at Javits Center, 2017
Bank of America & Reuters VR Showcase, 2017
NYC Media Lab Showcase at The New School, 2017
NY1 Spectrum News TV Interview
NYU SPS Brand Strategy Guest Lecturer
ORF OET Radio Interview (Vienna, Austria)
NYU Official Website Cover Story
NYU ITP, IDM and xStory Showcases, 2017-2018

Graduate Teaching Assistant at New York University Part-Time - December 2016 to May 2017

Integrated Digital Media department of NYU in **Brooklyn, NY.**

Role: Assisting UX Design professor Dana Karwas with class lectures, software training sessions and project assessments.

Creative Director at EDAM Part-Time (Remote) - April 2016 to November 2017

Istanbul-based think-tank which regularly publishes books and reports on essential topics such as climate change, economics and world politics.

Role: Designing the publications and the company's website.

Product Designer at Suggenda Co-Founder - August 2014 to August 2016

Istanbul-based mobile startup that helps users book affordable group classes based on location and availability.

Role: Art direction, UX/UI design and front-end development.

ITU Cekirdek Early Stage Incubation Program, 2015-2016

Product Designer at Stanford Venture Studio Contractor - March 2014 to August 2014

Stanford-based startup (MedApp) that offers medical students an interactive platform to study for their licensing examination.

Role: Art direction and UX/UI design of the web/mobile application.

UX/UI Designer at Expresscoin Contractor - February 2014 to June 2014

Los Angeles-based cryptocurrency exchange platform.

Role: Designing the company website and the weekly newsletters.

UX/UI Designer at Onestop Full-Time - September 2010 to March 2014

Los Angeles-based e-commerce firm. (now Branded Online)

Role: UX/UI design for global brands such as **Lululemon Athletica, CamelBak, John Varvatos, J Brand, Rag & Bone, 7 For All Mankind, Nicole Miller, Ella Moss, True Religion** and **Coffee Bean & Tea Leaf.**

OTHER ACHIEVEMENTS

MIT, Reality Hack XR Hackathon Participant, 2022
Stanford University, Lean LaunchPad H4R Certificate, 2020
Golden Spider, Best Social Responsibility Platform (*Needs Map*), 2017
New York University, NASA JPL Collaboration on Protospace, 2016
Built In Chicago, Chicago Founders Acquisition, 2013

SKILLS

Design

Adobe CC
(Ps, Ai, Xd, Ae, Pr, Id, Fs, Lr)
Sketch
Axure RP
Figma
InVision
Cinema 4D
Final Cut Pro
Maya
3ds Max
Houdini
Blender
Rhinoceros 3D
Mixamo
Frame.io
Webflow
Zeplin.io

Software

HTML/CSS/JS
Vue.js
React
Angular
C#
C++
Swift
Xcode
Objective-C
Android Studio
Arduino IDE
Max/MSP
OpenBCI GUI
Muse Direct
Processing
p5.js

AR/VR

Unity
Unreal
SceneKit
ARKit
ARCore
Vuforia
HoloLens
Oculus Rift
HTC Vive
Daydream
Mobile AR
Sumerian
ARToolKit
Metal 2

Business

Keynote
WordPress
Shopify
Squarespace
G Suite
MS Office
JIRA
Rally
Wix

Languages

English (native)
Turkish (native)
Spanish (intermediate)
German (intermediate)
Dutch (beginner)
Chinese (beginner)

Other Interests

Astrophysics, Neuroscience, BCI, Cognitive Learning, Assistive Technology, Robotics, Wearables, Singularity, Quantum Mechanics, Cryonics, Biocentrism, Life Extension, Anthropology, Philosophy, Tai Chi, Wing Chun, Ashtanga Yoga, HIIT, Backpacking, Soccer, Electric & Classical Guitar, Keyboard, Oil Painting, Illustration, Literature, Extraterrestrial Life, Mu, Neverland, Krypton, B-612.