

Contact

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Portfolio

Behance /gulnihaldoan

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Tech Skills

- **Design:** Visual Design, Interaction Design, User-Centered Design
- **Tools:** Figma, Illustrator, HTML/CSS
- **Skills/Methods:** Low + High Fidelity Prototyping, Wireframing, Story Boards, Usability Testing, Diary Studies

Soft Skills

Teamwork / Team Leader

Empathy and understanding of user needs

Strong communication and collaboration

Analytical/Critical thinking

Time management

Language

English Full Professional Proefficiency

Turkish Native proficiency

Certifications

**Learn Figma for UI UX Design
(with a Design Project) -
Udemy**

Jan 2023 - Apr 2023

Gulnihal Dogan

UX/UI DESIGNER

Highly motivated and meticulous UX/UI designer with practical expertise in Figma, and Illustrator. Graduated from Re:Coded's design bootcamp, focused on creating user-friendly and aesthetically pleasing digital interfaces. Possess excellent communication skills, a proactive approach, and a passion for staying up-to-date with the latest design trends and technologies.

Work Experience

Jun 2023 - Aug 2023

Product Designer

The Green - B2C IOS app to connect farmers and sustainable life enthusiasts

- Performed 3 user research methodologies such as surveys, interviews, and desk research to empathize on user-centered solutions with designer team
- Expanded knowledge in using micro-interactions and minimalistic design style
- Created and maintained UI standards for grocery app, which included over 50 pages
- Managed up to 2 projects or 5 tasks at a given time while under pressure to meet weekly deadlines

Jan 2023 - May 2023

UX/UI Designer

HUB - mobile app for remote learners to get education and coaching from experts

- Divided and led project into stages, each responsible for designing specific features
- Expanded knowledge in using micro-interactions and minimalistic design style with 4 other designers.
- Improved collaboration and communication skills in a team environment during 8 weeks
- Designed a user-centric app with features such as a Course Catalog, Discussion Forums, Communication Tools, Progress Tracking, and Gamification Elements

Sept 2021 - May 2022

Yildiz Technichal University | Istanbul | Part-Time

Research Assistant

- Developed and implemented Python Machine Learning and AI applications to collect, analyze, and visualize health-related research data to draw conclusions on outcomes with team of 4 engineers.
- Generated data models, performed analysis, and created data visualization graphics to produce comprehensive reports outlining results and translate complex data sets into easy-to-understand visual representations.
- Executed broad projects based on outlined research goals and project specifications with project team.

Education

UX/UI Design Bootcamp - Re:Coded

Apr 2023 - Aug 2023

Re:coded Immersive bootcamps are highly competitive, with a 5% acceptance rate.

- Completing a 4.5-month immersive design bootcamp, with 300+ hours of curricula and project-based learning
- Topics include: Design Thinking, UX Research Methods, Interaction Design, Visual Design, User Interface Design, User Testing and Low/High-Fidelity Prototyping.
- Working with various design teams to create products across industries.

Bachelor of Science in Biomedical Engineering - Yildiz Technical University

Sep 2018 - May 2022

GPA: 3.05 (Honours)

Relevant Coursework: Consumer Behavior, International Marketing