

UĞURCAN SAĞLAM

UX/UI DESIGNER | PRODUCT DESIGNER

"Motivated and detail-oriented UX/UI designer with a background in architecture and a passion for design and technology. I possess hands-on experience in Figma. I'm designing user-friendly and aesthetically pleasing digital experiences. With a strong work ethic and a commitment to excellence, I strive to deliver top-notch design solutions. My architectural background provides me with a unique perspective and a keen eye for spatial composition and structure. I am enthusiastic about leveraging my diverse background and collaborating effectively to create exceptional user experiences that seamlessly blend functionality and aesthetics in the digital realm."

Experience

APR 2023 - AUG 2023

Re:Coded,  
UX/UI Designer · Remote

**GrowMap:** GrowMap is an innovative website tailored to professionals who are ambitious and looking to advance their careers. GrowMap seamlessly combines cutting-edge technology and professional mentorship to elevate users' careers to by offering AI-generated career roadmaps, progress tracking, curated learning resources, networking with like-minded individuals, resume templates, job application support, and real-time industry insights. GrowMap aims to redefine professional development, fostering a dynamic and driven community of learners.

**LearnUp:** LearnUp is an application that transforms online education. Designed to make virtual learning engaging and efficient, it combines reminders, timers, collaboration tools, and a rich resource library. LearnUp aims to bridge the gap between virtual and traditional education, creating a motivated and connected learning community.

FEB 2021 - PRESENT

Electronic Arts (EA),  
Volunteer Data Reviewer · Remote

As a Data Reviewer at Electronic Arts, my role involves ensuring accurate and authentic player data for the Turkish Super League in FIFA games, evaluating and providing feedback on player attributes, appearances, and accessories with precision and attention to detail.

AUG 2021 - FEB 2022

Balkar Mühendislik,  
Architect (Project Manager) · Istanbul/Turkey

As an Architect and Project Manager at Balkar Mühendislik, I led the design and construction of a 500m² office project in Technopark Istanbul, coordinating teams and ensuring successful collaboration. I served as the primary point of contact, facilitating effective communication with the project design team and the client.

AUG 2019 - JAN 2020

Tuna Yapi,  
Architect · Istanbul/Turkey

As an Architect at Tuna Yapi, I was primarily responsible for overseeing the exterior works of the Greenwich Design District project in London, England. My role involved collaborating closely with architects located in the UK, as well as coordinating the on-site team in England. I utilized my strong teamwork abilities, exceptional communication skills, and proficient project tracking capabilities to ensure effective coordination and successful project execution.

Education

APR 2023 - AUG 2023

Re:Coded, Bootcamp UX/UI Design


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


SEP 2015 - JUN 2019


Maltepe University, Faculty of Architecture and Design


Architecture  
GPA: 3,51 / 4,00 (High Honors Degree)


Contact

 Istanbul | Turkey

 +90 532 473 66 66

 ugurcansaglam@gmail.com

 [linkedin/ugurcansaglam](#) (You can click)

 [behance/ugurcansaglam](#) (You can click)

Personal Information

**Military Status:** Completed

**Date of Birth:** December 19, 1996

**Driver's Licence:** B (2015, Active Driver)

Tech Skills

**Design:** Interaction Design | Visual Design | Illustration

**Tools:** Figma | Adobe Photoshop | Adobe Illustrator | Adobe XD | Sketch | Autocad | SketchUp | Archicad | Lumion | MS Office Programs

**Skills/Methods:** Low + High Fidelity Prototyping | Wireframing | Diary Studies | UX Research | User Interface Design | UX Design

Soft Skills

Teamwork

Team Leadership

Problem Solving

Project Management

Communication

Conflict Resolution

Competitor Analysis

Languages

English: Professional Working Proficiency

Turkish: Native

German: Limited Working Proficiency