

ISMAIL GUNDUZ

SENIOR UX / UI DESIGNER | THE ARTIST OF INTERACTION DESIGNS

portfolio website: www.ismailgunduz.net

Istanbul, Turkey • +9 0545 620 12 61 • ismailgunduz7@gmail.com • Sept. 02nd, 1984



PROFESSIONAL PROFILE



- Because of his comprehensive knowledge and depth of expertise, takes an active role in an application's creative idea stage and leads all the stages. Designs and offers trendy and useful digital products to help institutions have a strong and influential digital presence. Distinguishes himself via the domination of visual conceptions and the generation of ideas in the works/projects creates.
 - Because of the empathy he has gained throughout career, understands expectations very well, and the work/projects he offers rarely receive revision requests | He simplifies inter-party processes with his quick, productive and problem-solving abilities and creates the best designs for the customer's demands and expectations by nature.
 - Takes the initiative and accepts responsibility without hesitation, and he is constantly eager to go further and advance the institution to which he has been committed.
- Emphasizes collaboration and cooperation with its open communication approach fostering innovation, and while boosting the efficiency of the work environment, inspires, mentors and guides teammates with technical experience.

Design Mindset & Curiosity

Creative Ideas & Visual Concept

Digital Product & App Design (Mobil+Web)

Persona & Draft & Journey Map

Prototyping & Testing Wireframing

COMPETENCIES

Strategic Creative Partner, Critical Thinking, Planning & Organization, Project Management, Business Development, Customer Relations, Collaboration and Communication, Agility & Rapid Response, Problem Solving, Prioritization, Stress Tolerance, Leadership & Maturity, Empathy, Research & Analysis, Reasoning, Coordination, Cooperation, Curiosity & Continuous Learning, Freelancer (Entrepreneurial Spirit), Turkish (Native), English (Good)

TECH SKILLS

Solution Partner, Organizing Information (Information Architecture), Design Thinking, Adobe XD, Sketch App, Invision, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, UI & Visual Design, Interface Design, Visual Communication, Web, Mobile & Apps, Motion Design, Interaction Designing, Branding, Typography & Color Theory, Context, Structure & Flow

EXPERIENCES & CAREER MILESTONE

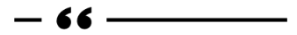
🕒 Mar.'20 – present **SENIOR UX/UI DESIGNER & MARKETING ARTIST, OAK SMART TECHNOLOGY** - Istanbul
Reporting to COO & Project Managers

Establishment 2016 | Designing top-notch games and apps (such as ToyCollapse, Watergun.io, 8K – Merge, Toyten, 10! Dice, HexaRing) Utility and security applications

- Performing UX and UI designs of applications prepared for the Apple & Google Store
- Generating creative ideas | Designing and implementing marketing visuals and creative work
- Monitoring application and experience efficiency

Highlights:

- Top 10 rising 2 game design processes (Apple Store) | 20+ Mobile App designs
- Marketing concept design of 100+ applications | Performance monitoring and necessary



Ismail is one of the people I enjoy working with the most because of his productivity and kindness. He shows his professionalism in every project we give him. Both we and our target audience are happy with the results.

Osman Atmaca, Marketing Manager at OAK Smart Technology



🕒 Jun.'17 – Mar.'20 **SENIOR UX/UI DESIGNER, GLITCH STUDIOS** - Istanbul
Reporting to Owner & Product Manager

Establishment 2016, HQ in Norway | New and immersive technologies for branding and marketing experiences (virtual reality (VR), augmented reality (AR), photogrammetry, video, animation, web 3.0 and design) | 20+ Clients, 7 Countries with Clients, 25 Employee

- Designing mobile applications, web applications, VR and AR interfaces (In line with the needs of customers in Norway, England and Germany) | Preparing user flows and design systems

Highlights:

- UI design of the Amundsen Museum (Norway) VR App & Website Design
- Mobile application and service designs (flows) of brands such as Viljo, Pixii and HOPI



I have never met such a rapid and productive designer. He quickly solved our design problems and prepared them with alternatives. I appreciated his communication with his friends.

Borge Bjelland, Co-Founder & Creative Director at Glitch Studio



🕒 Jan.'16 – Jun.'17 **PRODUCT DESIGNER, UNIYEMEK** - Istanbul
Reporting to Product Owner

Establishment 2007 | It is an online food ordering platform | 10+ Cities, 18k Users, 100+ Restaurants

- Designing concepts, templates, useful features, and user flows | Making A/B tests, designing personas and wireframes
- Necessary updates in the application according to the results of user tests

Highlights:

- 6 months after the application was uploaded to the store, it reached 4.1 points.
- 50k + users, orders from 65 different locations
- This initiative aiming the sector to capture 15% of the online food order market share in Turkey, had reached 10% by the end of the sixth month.

🕒 Dec.'14 – Jan.'16 **HEAD of DESIGN, BOOGY the EVENT COMPANY** - Istanbul
Reporting to Head of Agency | Team: 7 People

It was established in 1991 as a Group A Travel Agency under the name of "Boogy Tour" | Events all over Turkey and in more than 50 countries around the world | 20 Employee

- Producing solutions for UI, UX and digital design issues for brands included in the customer portfolio
- Team coordination | Management of business plans and calendars | Regular business follow-up (according to the needs of the brands)

Highlights:

- The development of a wide range of projects for worldwide corporations such as Netmarble, Domino's Pizza, Volkswagen, and Nike, including design and social media concepts, VR and mobile applications, web and e-commerce sites were guided.
- An active role was taken for all creative concepts and customer presentations were created.
- The team was broadened, and the number of employees increased from 3 to 7 people.

🕒 Dec.'12 – Dec.'14 **UI / UX DESIGNER, DECATHLON TURKEY** - Istanbul
Reporting to

Decathlon S.A. is a French sporting goods retailer. It is the largest sporting goods retailer in the world (over 1647 stores in nearly 1000 cities in 57 countries and regions) | Start of Production in Turkey, 2006 | Turkey Office Opening 2009 | Online shopping store opening, 2013

- Producing designs and strategies to meet all digital design needs of the brand
- E-commerce site design | Improving user flows

Highlights:

- The e-commerce site's user flows were addressed end-to-end and the product display with the campaign, the filter field, and the favorites options were all updated.
- Sales on the online shopping site increased by 17% compared to the previous period, while the number of members increased by 12% (2014). Furthermore, the entire design was completely updated in a short period of time, in 6 months, in line with the new advances.

🕒 Aug.'11 – Dec.'12 **ART DIRECTOR, KARBONAT ADVERTISING AGENCY** - Istanbul
Reporting to Head of Design

Establishment 2010 | It is a creative, integrated new generation hybrid advertising agency focused on digital communication | It has been a member of Interactive Advertisement Bureau (IAB Turkey) since 2012.

- Making creative works in line with the needs and expectations of brands

Highlight:

- Social media concept, video, animation, marketing creatives and website designs were made for many big brands such as Mercedes, Honda, Tchibo and Domino's.

EDUCATION

Bachelor's Degree, "Business Administration", 2014
ANADOLU UNIVERSITY, Turkey

Associate Degree, "Graphic Design", 2011
18 MARCH UNIVERSITY, Turkey