

# Ege Pulat Kececi

UI / UX Designer

## ABOUT ME

As a dedicated UI/UX designer, I bring a fresh perspective and a hunger for impactful design solutions. My commitment to creating seamless user experiences is unwavering. With a focus on responsive design, I aim to optimize interfaces across all devices. I am poised to contribute my knowledge and skills to organizations, driving innovation and engaging users effectively.

## EXPERIENCE

### Freelance | Product Designer

June 2023 - Present | Toronto, ON

- **UI/UX Design:** Creating intuitive and visually appealing user interfaces and experiences for web and mobile applications.
- **Website Design and Maintenance:** Developing and maintaining responsive websites, ensuring optimal performance and user experience.
- **Graphic Design:** Designing marketing materials, logos, and other visual content to support branding and promotional efforts.
- **Quality Assurance:** Conduct thorough testing and quality checks to ensure all design outputs meet the highest standards of functionality and aesthetics.

### Eco Just Food Network | UI / UX Designer

October 2022 - December | Toronto, ON

- **Redesigned website:** Improved user experience through intuitive navigation and accessibility.
- **User interviews:** Gathered insights to inform design decisions.
- **Created design systems:** Ensured consistency across the platform.
- **Collaborated with stakeholders:** Aligned design goals with business objectives.
- **Optimized user flows:** Streamlined interactions for seamless navigation.
- **Iterated on wireframes:** Translated feedback into actionable improvements.

### Ignite Consulting Group | Product Designer

April 2019 - July 2019 | Toronto, ON

- **User-Centric Iterations:** Conducted iterative design cycles, incorporating user feedback to refine the "I-Deal" game prototype. Prioritized user needs and pain points.
- **Design Thinking Workshops:** Facilitated workshops with cross-functional teams to ideate, empathize, and define product features. Applied design thinking principles to drive innovation.
- **Visual Language Development:** Established a cohesive visual language for the game, ensuring consistency across UI elements, icons, and animations.
- **Usability Testing:** Orchestrated usability tests, observing player interactions and adjusting UI elements based on real-world usage patterns.
- **Accessibility Considerations:** Advocated for accessible design practices, ensuring the game was usable by a diverse audience.
- **Collaboration with Developers:** Worked closely with developers to bridge design and implementation, maintaining fidelity during development sprints.

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## CERTIFICATION

### ISTQB Foundation Level

In Progress

## EDUCATION

### University of Toronto

2022 | Toronto, ON

2U Bootcamp Program  
UX/UI Design

### George Brown College

2018 - 2019 | Toronto, ON

Postgraduate Program  
Concept Art for Entertainment

### Seneca College

2017 - 2018 | Toronto, ON

Postgraduate Program  
Game Art & Animation

### Istanbul Bilgi University

2012 - 2016 | Istanbul, TR

Bachelors Degree  
Visual Communication Design

## TOOLS

Adobe Creative Cloud

Figma

InVision

Webflow

Virtual Studio

Miro

Microsoft 365

Blender (3D Modelling)

## SKILLS

Accessible Design

Heuristic Evaluation

Responsive Design

Holistic Design

Color Theory

Storyboarding

Information Architecture

Brand & Logo Design

LoFi & HiFi Wireframing

Usability Testing

Prototyping

Card Sorting

User Flows & Task Flows

User Interviews

HTML, CSS, Javascript