

EMIN INANC UNLU

Product Designer & Prototype Developer

Freelance

04.22 – Present | Product Designer | Istanbul & Remote

I'm currently working with Agile Content part-time (they're based in Malta and similar to Catena). In other times, I'm working on personal projects to improve myself in prototyping, motion and 3d design.

Catena Media

3y5m | 07.18 – 11.21 | Product Designer | Malta

Catena is a high-value online lead generation company with many products in igaming, sports and finance verticals.

- Craft UI & UX designs and prototypes for multiple products.
- Conduct user research to measure results and find out problems.
- Cross-team collaboration with POs, designers, engineers, QA, SEO and content teams.
- Mentor junior product designers.

HelloTalk

2y | 04.15 – 04.17 | Product Designer | China & Remote

HelloTalk is a language learning & exchange app with more than 30 million users worldwide.

- Worked on the redesign of the app for iOS and Android platforms.
- Did designs and prototypes for the new features.

Korvus

9m | 11.13 – 07.14 | R&D Engineer | Ankara

My role here was hybrid. I was involved in design and development of web and mobile interfaces of various big-data related projects as iOS & front-end developer and UI designer.

Internships & iOS App Projects

10m | iOS & Android Developer, UI Designer | Ankara & Eskisehir

At Ester: I was involved in development and design of the Android app of TCDD. At Expokent: I did various graphic designs. As side projects: I published two iOS apps on the App Store. A personal finance app and a language dictionary app.

Hi, I'm Emin, a self-taught Product Designer with a degree in Computer Science and various coding experience. I enjoy thinking in detail and aim for designs with nice touches.



emin.space



einancunlu@gmail.com



Istanbul



19.06.1989

Education

2008 – 2013 | Full Scholarship

Computer Engineering (GPA 3.3 / 4.0) at TOBB University of Economics and Technology

Languages

English: Professional Proficiency
Turkish: Native

Skills

High fidelity prototyping
Interaction design
Responsive design
Mobile design
Figma, Origami Studio,
Noodl, Sketch
HTML, CSS

User research, Icon design
Framer, Webflow, Pixelmator
Photography
Motion 5, Final Cut Pro

3d and motion design
Videography
Javascript, Swift, Git