

NEKTAR EGE ALTINTOPRAK

Product Designer

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EXPERIENCE | Selected

UX/UI Designer, Lumos Games/Zynga | June 2021 - Present

- Designed UI and UX of a mobile game that was in the top chart in the United States. The game received 150,000 downloads.

UX Designer, Minus 99 Design Studio | June 2020 - Present

- Designed responsive e-commerce experiences and websites for leading Fortune 500 companies by collaborating with UX/UI designers, project managers, and engineers.
- In my 2nd month, I led the design process company's first global project; Designed a responsive website experience for a well-known company in the United Arab Emirates. Phase-1 of the project was launched in July 2021.

Product Designer, Bits of Good | Jan 2020 - May 2020

- Designed a responsive web solution for MedShare (a non-profit organization) to let 20,000 volunteers sort medical equipment and label them effectively.
- Led the UX/UI Design process by collaborating with designers, project managers, and engineers. Conducted observations and interviews; used journey maps and personas.
- Design was launched in May 2020 and approved by stakeholders.

Kiosk Design for Accessibility, NCR | Aug 2019 - Jan 2020

- Designed the interaction of self-checkout kiosks considering people with visual impairments with NCR Corporation.
- User research heavy project. Surveyed, interviewed, and observed users. Created visual impairment-friendly user testing methods.
- Wireframed, prototyped, and created high fidelity designs.

Design for the Safety of Women, Georgia Tech | Aug 2019 - Jan 2020

- Designed an application and a wearable design that suggests safe routes targeting 45 % of women in the USA.
- Led the wearable technology design and haptic interaction process.
- Created concept sketches and wireframes. Surveyed and interviewed users. Designed scenario-based feature matching activities.

ACHIEVEMENTS | Selected

- Young Jury Member**, Awwards, Jan 2021-Present
- Speaker**, German-Turkish Innovation Forum for Young Academicians, 2019
- Speaker**, Falling Walls Berlin, 2018 | Project Moon
- First Place Prize**, Falling Walls Turkey, 2018 | Project Moon
- Outstanding Graduation Project Certificate, 2018 | Project Moon

EDUCATION

Georgia Institute of Technology | 2019-2021

Human-Computer Interaction, Master of Science

GPA: 4.0/4.0

Izmir University of Economics | 2013-2018

Psychology, Bachelor of Science

High Honor Student

Industrial Design, Bachelor of Design

High Honor Student

Polytechnic University of Milan | Spring 2016

Product Design and Design Engineering

Awarded with a Scholarship

SKILLS

Design

Interface Design, Product Design, Wireframing, Branding, Identity Design, Visual Design, Information Architecture, Ideation, Prototyping, E-commerce, Storyboarding, Personas, Car Dashboard Design

Research

Survey, Task Analysis, User Interviews, Usability Studies, Card Sorting, Affinity Mapping, Participatory Design, Benchmarking, User Research

TOOLS

Design

Sketch, Figma, InVision, Photoshop, Illustrator, Balsamiq, ProtoPie, Axure, InDesign, Adobe XD, Rhinoceros, Keyshot, AutoCAD, Maya, Marvel

Development

HTML, Processing (Java), Arduino

Human Languages

Turkish, English, Spanish, Japanese