

Work Experiences

Polin Waterparks - Mar 2016 - Present

Industrial Designer

Created innovative products by developing designs from concepts through manufacturing production

- Designing waterslides, water play structures, amusement, and environmental products, ride design
- Understanding of modern manufacturing methods, processes, materials, and constraints
- Maintaining constant knowledge of recent technologies and products for planning the next generation of water play products
- Converting broad consumer insights into innovative design solutions
- Innovating and pushing forward new ideas
- Creating high-quality presentation materials
- Working closely with engineering and architecture departments to develop product solutions, validate prototypes and define criteria/specifications
- Through experience with designing with human factors
- Improve old products by reverse engineering
- Making motion analysis with Solidworks for the new water slides

Digital Panorama - Jan 2015 - Feb 2016

3D Modeler

I joined to the DGM team after the Interactive Content Developer position, who prepared high-quality images to be used in the catalog and web page of the brands such as Arçelik, Beko, Grundig etc. I did 3D modeling and model optimization.

Digital Panorama - Sep2011 - Jan 2015

3D Interactive Content Developer

This was my first job. I created 3D real-time content. The contents are used in touch screens, which increase the user experience and allow the product to be examined in more detail. After that, we started developing mobile games. I worked on interface design and development.

Arcelik Group - Jul 2009 - Aug 2009

Industrial Design Intern

I worked as an intern in the Arçelik Industrial Design Department. I designed and prototyped a low-segment dect phone for Grundig. In the meantime, I have experienced phases such as sketching, prototyping, CNC machining, painting.

Skills

Concept making
Brainstorming
Sketching
Model-making
3D modeling
3D Printing
Graphic and visual design
User experience and interaction
CMF design

2D Softwares

Photoshop, Illustrator, After Effects, Corel Draw

3D Softwares

Rhino, 3Ds Max, Solidworks

Rendering Softwares

Keyshot, V-Ray

Languages

Turkish (Native)
English (B1 Level)
German (A2 Level)

Education

Kadir Has University - 2005 to 2010

Istanbul, TR
BFA in Industrial Product Design
3.36 GPA

Achievements

22nd International Bicycle Design Competition

Excellent Award, ZICK ZACK

Taipei, TW

21st International Bicycle Design Competition

Excellent Award, PEP.

Taipei, TW

20th International Bicycle Design Competition

Merit Award, HORSY

Taipei, TW

2nd National HVAC Design Competition

Third Award, MODULUS

Ankara, TR