

Bilge Codel

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Education

ISTANBUL UNIVERSITY
Associate Degree

Istanbul / Turkey
Currently

Experience

GRINOK.IO

Product Designer

Remote
Freelancer

- Research was conducted according to the preferences of the target audience.
- Similar games were analyzed and points of difference were identified.
- A prototype with basic game mechanics and interface was created.
- Designed the game interface and user experience using Figma.
- Game interface and user experience were designed using Figma.
- Designed game mechanics, question formats, time-limited answers and scoring systems.
- Beta version of the game played by testers.
- User tests were conducted on the first prototype, feedback was collected and designs were improved.

Skills

Language: Native Turkish and Pre-Intermediate English

Technical Skills

Apps: Figma, Adobe Illustrator, Adobe Photoshop, Zeplin

Programming Language: HTML5, CSS3

Styles: Bootstrap 5

Tools: Visual Studio Code, Trello, Jira, ClickUp

Some Projects: Grinok.io, [Habbo X Remake](#), [Rent A Car App](#)