

Bilge Codel

Esenyurt, Istanbul / Turkey 34522 • bilge.codel@outlook.com • www.bilgecodel.art • +90 544 430 6052

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

Programming Language: HTML5, CSS3

Styles: Bootstrap 5

Tools: Figma, Zeplin, Adobe Photoshop, Visual Studio Code

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