Bilge Codel

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Education

ISTANBUL UNIVERSITY   Istanbul / Turkey
Associate Degree   Currently

Experience

GRINOK.IO   Remote
Product Designer   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, Trello, Jira, ClickUp
Some Projects: [Grinok.io](), [Habbo X Remake](), [Rent A Car App]()