

### PRODUCT DESIGNER

# **EXPERIENCE**

2021 - 2022

### **ONE PLACE**

### PRODUCT DESIGNER

Gathered initial user and industry research for One Place, a Psychedelic industry community. Embedded myself in the psychedelic and mental health industries in order to better understand users and stakeholders in this emerging and misunderstood market. Attended conferences and conducted multiple user interviews to generate personas and gather requirements. Created low and high fidelity wireframes for One Place's upcoming website and mobile app using Adobe Creative Suite and Figma.

2017 - 2019

### **APPLE**

## MAP ANALYST (CONTRACT)

Research, analysis, live data entry, quality assurance and improvement for transit- and map-related data around the world in English, Dutch, and French languages. Verified, analyzed, translated, and entered incident and map boundary information to help millions of people worldwide get where they needed to go quickly and efficiently at scale.

2005 - 2015

# CONSULATE GENERAL OF THE NETHERLANDS ADMINISTRATIVE ASSOCIATE

Performed various administrative duties for Visa applications. Handled incoming calls, administrative duties, and sales. Organized work-related events for other consulate employees. Worked with high-ranking international government officials and sensitive information. Also performed tasks at the Dutch Diplomatic Mission Towards the UN.

# www.d3rya.design

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### **EDUCATION**

2002

LUCA school of Arts; Belgium, Brussels Graphic Design & Illustration

### **SKILLS**

Research
User Interviews
Wireframing + Concepting
Storyboarding
User Flows + Personas
Empathy Mapping
Visual Design
Interaction Design
Prototyping

### **TOOLKIT**

Design Software: Figma, Adobe CC, Sketch, Houdini, Procreate

Art Media: Pencil, Ink, Collage, Paint, Sculpture

### **FACTS**

Fluent in English, Dutch, Turkish, and French

Volunteer Work: Church Mouse, Palm Beach

Curious and fast learner