

DUYGU CAN

Product Designer,
UX-UI Designer

Hi there! I'm a designer who is passionate creating engaging, interactive, and innovative experiences while supporting United Nations Sustainability Goals.

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Skills

Software

- Figma
- InVision Studio
- Adobe Photoshop
Adobe Illustrator
- Procreate
- HTML 5 / CSS
- Jira

Design

- Problem Solving
- User Research
- Participatory Design
- User Flow
- Information Arch.
- Sketching
- Wireframing
- Prototyping
- User Testing

Art & Craft

- Drawing
- Painting
- Sewing

Languages

- English (C1)
- Turkish (Native)

Awards & Scholarships

Tasarla Çukurova

(2021)

- Finalist and Support Award, by UNDP Turkey

TEV ODTÜ Foundation

(2016-2021)

- Scholarship Recipient

Extra Curriculars

Volunterian Workcamp in Serbia

(2018)

- Practiced hand tools

METU Design Club

(2017-2022)

- Head of Team

METU Scouts Group

(2016 - 2018)

Education

Middle East Technical University

Bachelor's, Industrial Design

Honor Student, CGPA 3.33 / 4.0

Sep 2016 - Jul 2022

Experiences

MilSOFT Software Technologies UX / UI Designer PROFESSIONAL

Sep 2022 - Present

- Redesigned the web app of Türkiye's national customs platform, consisting over 30 modules from the 90s, modernizing for millions of Turkish citizens and government officers. Worked closely with the ministry for managing high expectations in tight-deadlines.
- Individually designed a style guide and UI components for the development library for all Milsoft's projects. Created hi-fi wireframes with modern UI trends and delivered clickable prototypes for a dashboard design.
- Created UX Reports with user-research and literature search for embedded systems in rugged tablets and dual-sized panel PCs. Pioneered design token integration in design team, enhancing production efficiency for both light and dark themes.
- Conducted user interviews, analyzed feedback, and crafted detailed user flows to inform and gain agreement on design decisions for an enhanced user experience.
- Worked on multiple projects simultaneously in an agile environment as a silo team member. Worked closely with developers, product owners, and system test engineers on a daily basis. Involved in from building the design system to pixel perfect designs.

Stylest UX / UI Designer PART-TIME STUDENT

Jan 2022 - May 2022

- Contributed to website, app, and other designs. Analyzed user needs, conducted research, developed flow diagrams, and low-fidelity wireframes.

Courses

Vestel Electronics Graduation Project (ID402)

Feb 2021 - Jun 2021

- Conducted a project focused on one of potential global challenges, technology use and collaborated with company advisors through weekly meetings.

UNDP Interdisciplinary Problem Solving (BA4148)

Feb 2020 - Jun 2020

- Teamed up multidisciplinary in a United Nations Development Programme (UNDP) project, conducting user research and creating a business plan with cost-benefit analysis.

Garanti BBVA Design Studio 4 (ID302)

Feb 2020 - Jun 2020

- Designed a banking app, the first experience with the entire UX/UI design process

Interactive Prototyping for Designers (ID413)

Feb 2020 - Jun 2020

- Coded my personal portfolio website with HTML 5 / CSS.

Color Theory (ID365)

Feb 2020 - Jun 2020

- Learned color theories and practiced with the shor-term project.

Certificates

INTERACTION DESIGN FOUNDATION

Nov 2022 - Present

- Agile Methods for UX Design
- Design for the 21st Century with Don Norman

UXCEL

May 2023 - Present

- HTML for Designers at Uxcel

COURSERA

Oct 2020 - Jun 2022

- Web Design: Strategy and Information Architecture (CalArts)
- Introduction to Typography (CalArts)
- Design Fundamentals of Graphic Design (CalArts)