

PORT FOL IO



Ece Canimoglu

2022

INTRODUCTION



Ece Canimoglu, Dutch/Turkish, 13-11-2000 born and raised in Rotterdam

Dear reader, I would hereby like to introduce myself. Ever since I was a child, I have loved building things, and I was intrigued by everything visual. I have always liked drawing, painting and creative things, which is why I decided to pursue a career in design. At the moment, I am a 3rd year student of Industrial Design Engineering at Delft University of Technology. In my free time, I enjoy dancing, baking and most of all: travelling. One place that I am passionate about is New York City, which is why some pictures are included. As a designer, I am most interested in interaction design, UX design and visualisations. This is also where my strengths lie and hopefully this will be my future. I love working with people and really understanding the human mind and researching the interactions between people and products or services, I like doing this in combination with graphics as well. I will discuss my skills, my inspiration, my design process in the shape of sketches, and finally, my best projects.

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SKILLS

I possess many skills that are important to have as a designer. The listed skills are related to personality, design and work skills.

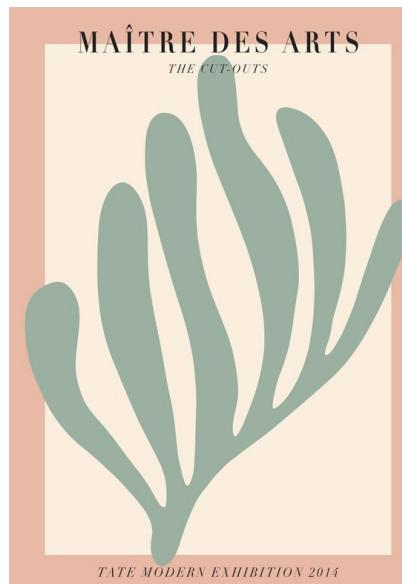
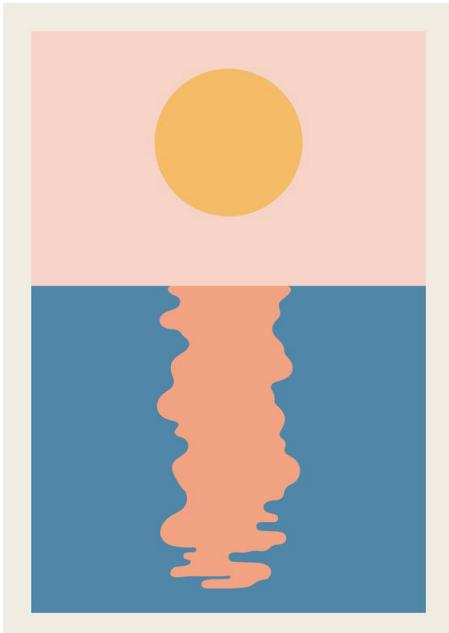
- Empathetic
- Passionate
- Analytical
- Detail-oriented
- Iterative

- Hard-working
- Team player
- Creative
- Eager to learn
- Flexible

- Illustrator
- InDesign
- Photoshop
- Premiere Pro
- Digital drawing

INSPIRATION

This page shows the colours and artworks that inspire me. The colours can be seen in a lot of my visuals and designs.

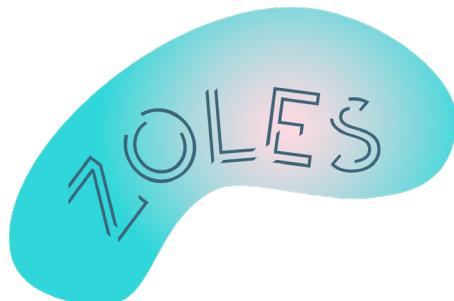


PROJECTS

Over the years, I have done many projects, the most valuable projects are shown on these pages. I will show some apps, projects purely based on aesthetics, and a big project that I made over the course of a semester. All the projects were done at TU Delft, except for the last one, Leaf, which was done at Loughborough University. Those projects represent my strengths and what I like to design.

Projects

1.



2. Aesthetically based projects

3.



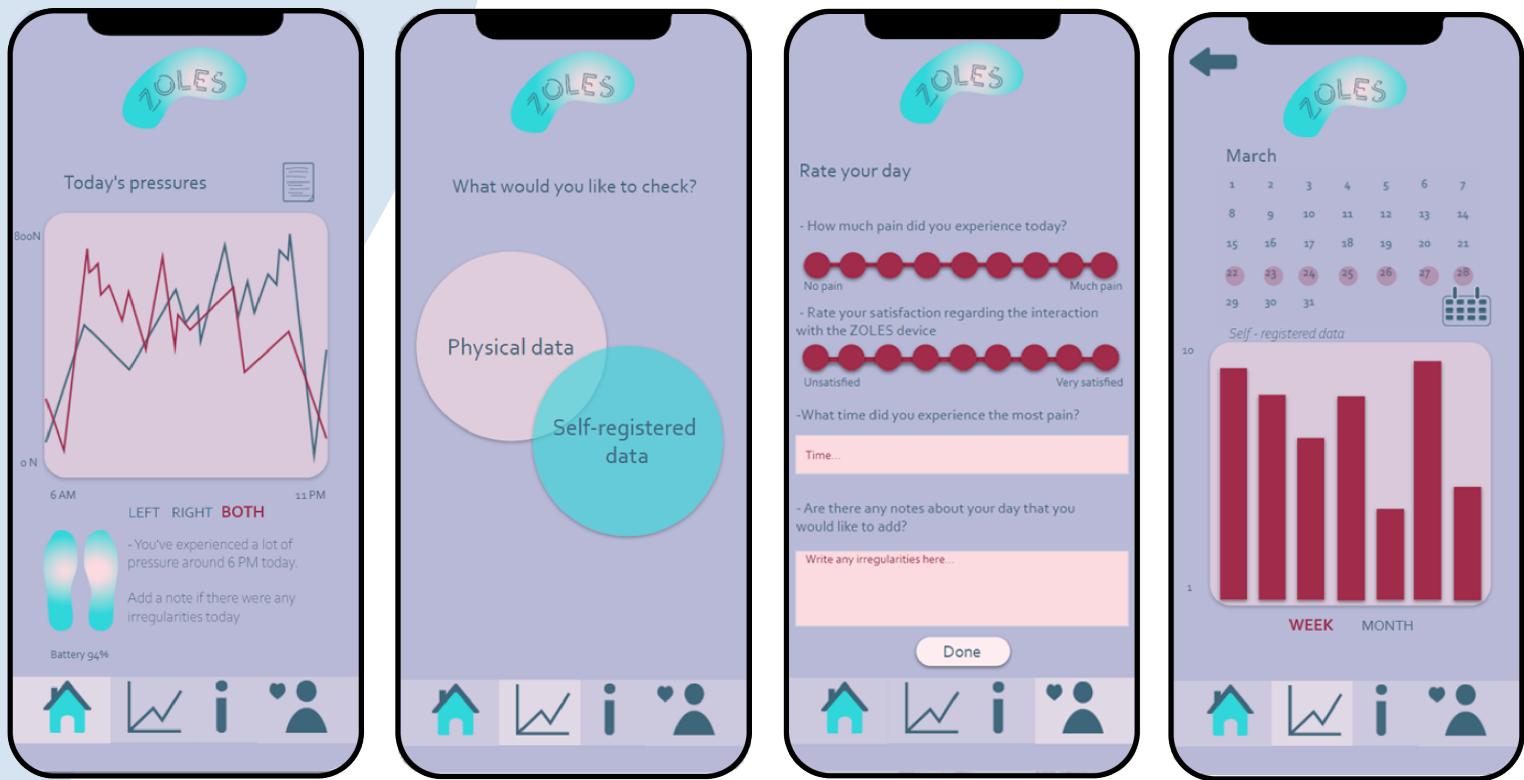
4.



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Zoles

"I like that the app tracks my days and 'listens' to my needs."



A UX design based app designed for a course called Interaction and Electronics. With a group, we came up with a concept that makes the lives of medical residency students easier by relieving physical pain during long days. The product is a sole that will let the user know when to change position with the help of small vibrations.

A few screens of the app are shown above. The app analyzes the daily activity of the user and gives tips on how to relieve pain. The user can fill out their experiences every day and the app tracks this to give relevant and helpful information for the specific situations. The app was made in ProtoPie and I learnt a lot about app design and interaction during this project. I tested the app with the target group and made iterations to make the use intuitive.

Aesthetically based projects

The following projects were designed for a course called Form and Experience. The projects are all purely based on aesthetic appeal and really pushed me to make use of my creativity and the creative freedom I got.



The first project is a mobile based on a self-chosen subject, which was space in my case. What is interesting is that it looks different from every angle. A happy accident took place when the contents of the spray-paint damaged



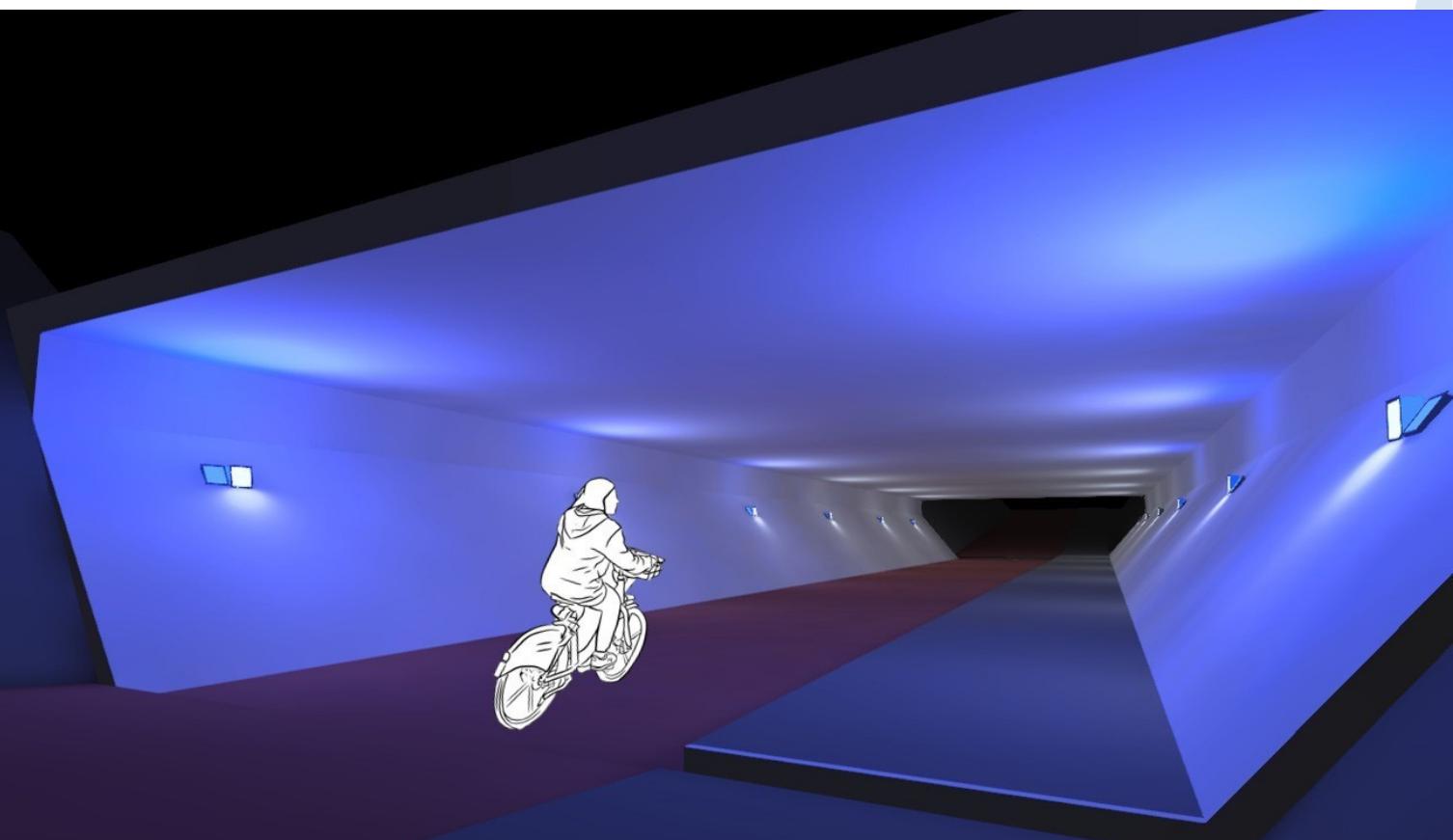
the foam balls, which gave a nice texture to the balls and made them look like actual planets.



The second project is a stool that was inspired by New York City. The shape represents the skyscrapers and the interesting architecture that can be found in the city and the colours represent the bright lights on the buildings at night, there are vague strokes to show the fast-paced life that the people in New York usually have. During this project I learnt to sometimes just go with the flow and start creating something, this course helped me get over the threshold of starting to make physical things rather than being stuck in the sketching phase.

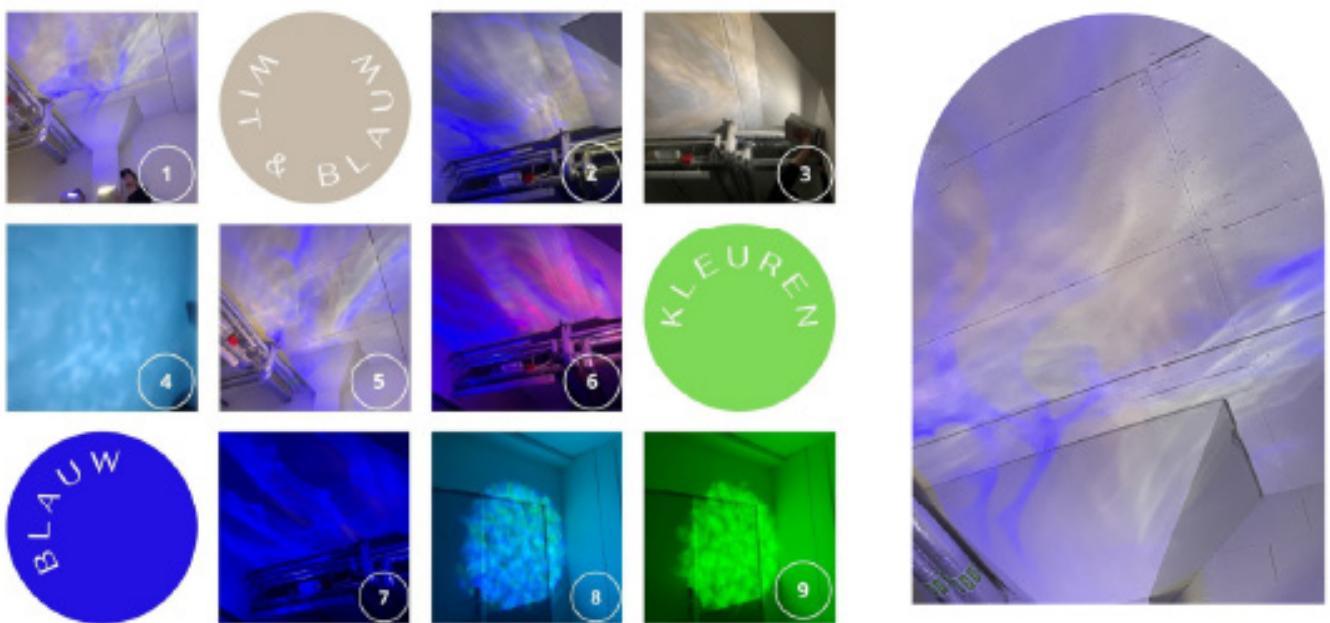
BrightConnected

With my group called BrightConnected, we were assigned to design light. We designed light for bike tunnels that is both functional and atmospheric. The functional light was white and bright, and the atmospheric light was inspired by water with a pattern. The fixture was designed in SolidWorks and really pushed me to think about the aspects like screw holes and production process. I designed the back of the fixture. This project taught me a lot of new things, like the different aspects of light, ISO standards and the importance of testing. Page 11 shows the light studies and the final design of the fixture.



Light studies

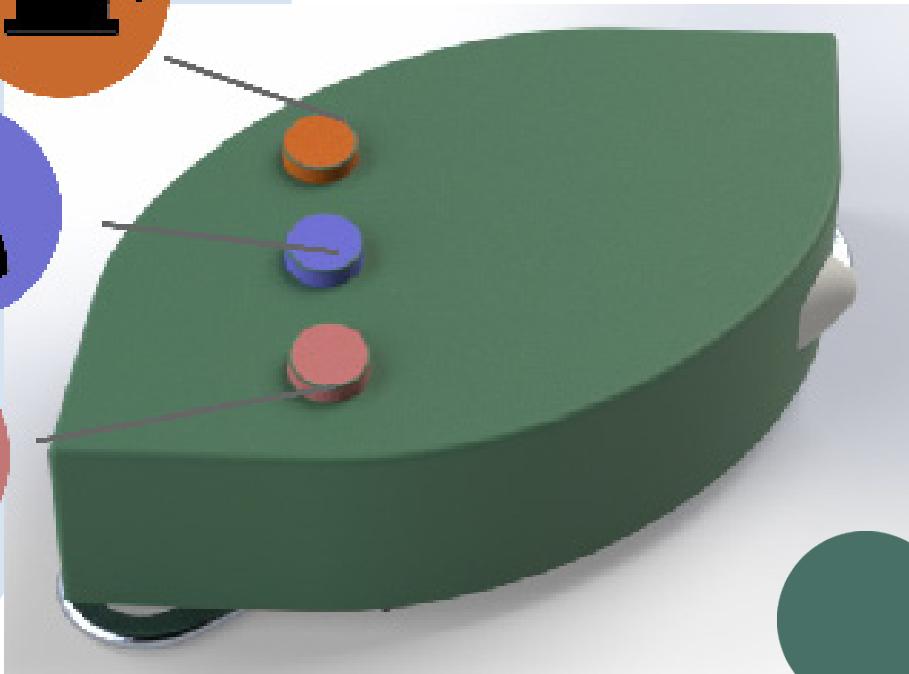
For the atmospheric light, we were inspired by water because it has a serene atmosphere and this was our goal. We borrowed water lights from BeersNielsen, they loaned us a lot of equipment to test with and we found out that blue and white was the best combination. I really enjoyed working with light and figuring out all the different things it can do.



Leaf

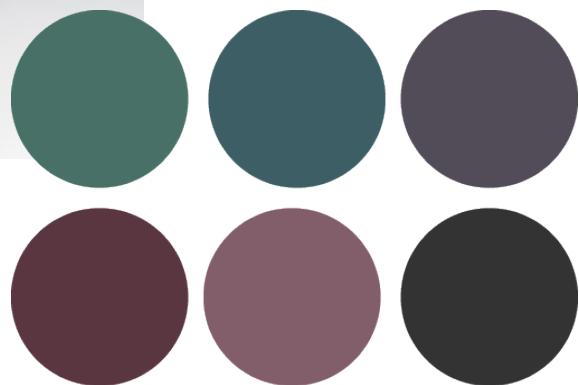
Leaf is a device that helps women feel confident when walking alone at night. It has several buttons that call for help or set off an alarm, and the device can be activated by voice as well. The device can be set up via an app. The picture below shows a render of Leaf to show the size and page 13 and 14 show parts of the leaflet for this concept. This product was designed at Loughborough university on my semester abroad and made me practice and improve my research skills as well as my graphic design skills. I really enjoyed working on this project since I had a lot of freedom and chose my own design brief. Designing something that is very important to me and focusing on my skills and working style made this project very valuable to me.





Leaf - Safety device for women

When walking alone in the dark, this device helps women feel safer and protect themselves from street harassment.

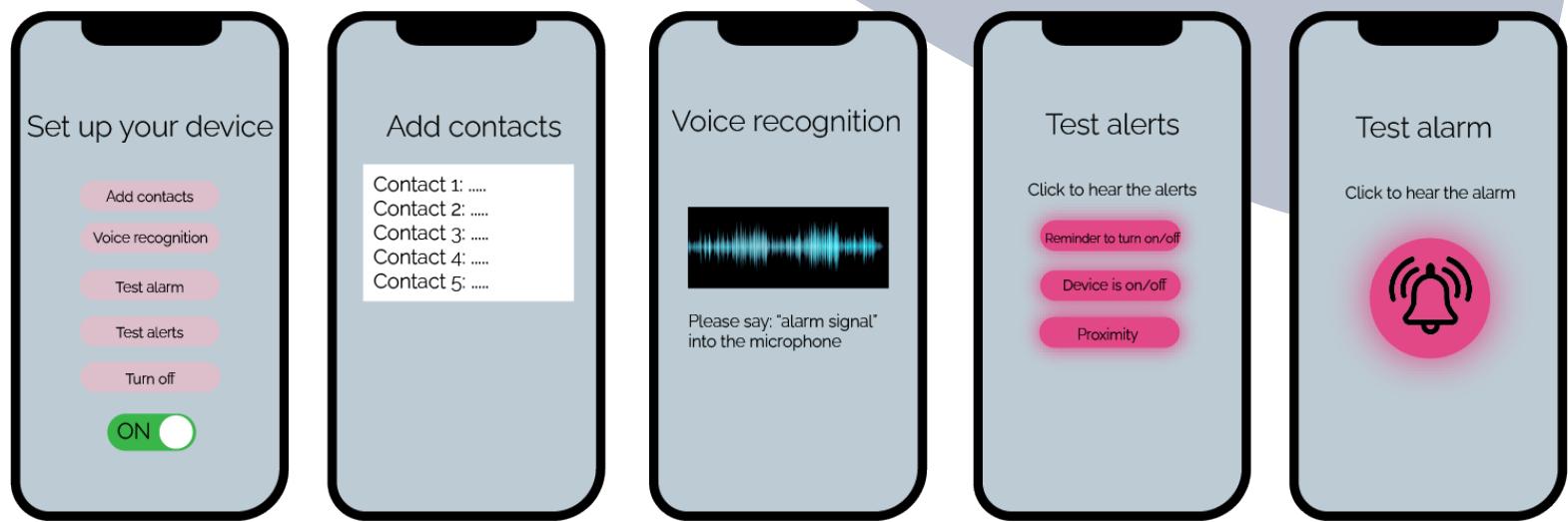


Colour palette

Leaf will be available in several colours to meet the preferences of the users. The colours are dark and muted so that the product will not stand out when it is dark.

Unique Selling Points

- Leaf contains a Doppler Radar sensor which makes sure the user is more alert
- Besides activation by hand, this product can be activated by voice as well
- Leaf can be camouflaged easily since it can be pinned inside clothing



App

Leaf has functions that require to be set up via an app. The app is simple and only requires the user to fill in 5 contacts and install voice recognition. During the use of Leaf, there is no need to use the app. Leaf works independently.



Target group

Women between the ages of 16-25. 16 is the starting age of going out clubbing and the age that people start going out on their own more often.

UK

There are 4 million women in the UK between the ages of 16-25, of which 75% has experienced street harassment - 3 million women in the UK can benefit from Leaf.





CONCLUSION

The goal of this portfolio was to show who I am as a designer, as a person and as a student and I hope it came through. My goal is to focus on interaction, UX design and visualisation. I am excited for my future. I can not wait to get more experience in the fields that interest me and I am eager to learn as much as possible with internships and collaborations to get it clearer what I want to achieve. If there are any more questions, I would be happy to answer them!

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THANK YOU



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