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# Emin Inanc Unlu

## Product Designer & Prototype Developer

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Hello, I am a self-taught Product Designer with a degree in Computer Science and various coding experience. I love working on UI & UX and I always stay hungry for self-improvement.

Understanding the development side of the products makes me a better designer. It also helps a lot while working with the developers.

In my spare time, I like writing and sharing my knowledge on Medium, traveling the world, go for hiking, reading, watching, working on side projects and contributing to the community.

Some of my articles and Sketch plugins were featured on Sketch Newsletter, Designer News, Hey Designer and Indie iOS Dev Weekly.



## EXPERIENCE

APR 2015 – PRESENT • REMOTE

### Freelance Product Designer — HelloTalk

HelloTalk is a language learning & exchange app with more than 6 million users worldwide. I worked on the redesign of the UI and on the new features.

SEP 2014 – FEB 2015 • PERSONAL PROJECT

### Languru — Universal iOS App

I made a dictionary app which is focused on using human translated example sentences for language learning. It supports more than 100 languages.

NOV 2013 – JUL 2014 • ANKARA, TURKEY

### iOS & Front-End Developer, UI Designer — Korvus

I was involved in design and development of web and mobile parts of a social advertising project.

FEB 2013 – JUN 2013 • PERSONAL PROJECTS

### Finimalist and TOBB ETU — iPhone Apps

SEP 2012 – DEC 2012 • INTERNSHIP • ANKARA, TURKEY

### Graphic Designer — Expokent

JAN 2011 – APR 2011 • INTERNSHIP • ESKISEHIR, TURKEY

### Android Developer, UI Designer — Ester



## EDUCATION

2008 – 2013 • FULL SCHOLARSHIP

### Computer Engineering — GPA: 3.3 out of 4.0

TOBB University of Economics and Technology



## LANGUAGES

### English — Professional Proficiency

TOEFL IBT Score: 80 / 120 – February 2014 (Outdated)

### Turkish — Native

German and Spanish — Beginner

Mobile Design  
Prototyping  
Interaction, Icon Design

Swift, Objective-C  
HTML, CSS, JSON  
FramerJS, Coffeescript

Mac OS, Sketch, Framer  
Noodl, Origami Studio  
Xcode, Slack, Screenflow

Web, Desktop Design  
Photography  
Motion Design

SASS, LESS, Cocoascript  
Javascript, JQuery  
Foundation, Bootstrap

Trello, Zeplin, Invision  
Pixelmator, Motion 5  
Figma, Coda, Git

Illustration  
3D and Print Design

Java, Android  
XML, SQLite

Photoshop, Blender  
Affinity Designer

2015 - PRESENT

SEE MORE EXAMPLES

# HelloTalk UI & UX Redesign

## Latest Designs I did at HelloTalk

HelloTalk is a language learning & exchange app with more than 6 million users worldwide. I worked on the redesign of the interface and the designs for the new features.

The collage consists of six screenshots from the HelloTalk app:

- Top Left:** Sign-up screen with a "Sign Up With Facebook" button and "Other Sign Up Options".
- Top Right:** A messaging screen titled "English Practice Group" showing messages from users like Anna Melo Pinto, Chan Huang, Michael Johnston, and Eugene Mendez.
- Middle Left:** A feed screen titled "Match Following" showing a post by Frank Andrews asking about traditional music in the background, with a response from Jackson Tepper.
- Middle Center:** A profile screen for Michael Johnston, a professional photographer from London, United Kingdom, showing his language skills (EN, CN, FR, ES, TR).
- Middle Right:** A "VIP Membership" screen highlighting benefits such as "No Ads", "Power Search", "Unlimited Translation Tools", and "Learn More Languages". It offers three payment plans: 1 MONTH (\$1.99/month), 1 YEAR (\$1.25/month), and LIFETIME (\$50).
- Bottom Left:** A feed screen showing a post by Aaliyah Morrison about learning Turkish, with a comment from Zeynep Demir.
- Bottom Center:** A "What does this mean?" screen showing a translation from Spanish to English of the phrase "¡No llegues demasiado tarde al trabajo!" by Michael Johnston.

# Concept Design for Noodl

## Adding Major New Features and Polishing the UI & UX

Noodl is a node-based prototyping app. I used Framer to prototype this concept design to show my ideas in action. You can download and watch the videos at this link: <https://cl.ly/jbwD>

The collage illustrates the Framer interface and the resulting mobile application for the Noodl concept. It includes:

- Flow Editor:** Shows the "Photo Detail Screen" flow controller with "Show Previous" and "Transition Progress" actions.
- Component Inputs:** A purple box listing "Image", "Date", and "Name".
- Photo State:** A blue box showing "States" with "Opacity", "Height", and "Toggle" properties.
- UI Screens:**
  - Smart Night Lamp:** A dark-themed screen with a sunset image and navigation buttons.
  - Photo of the Day:** A screen showing a sunset over water with a date ("18 DEC 16") and author ("By Diana Newman").
  - Weather Bot:** A screen showing a weather forecast for "TOMORROW" with tabs for "ALL", "AMERICA", "EUROPE", and "AFRICA".
- Custom Flow Transitions:** A screenshot showing a transition between screens with a recording timeline.
- Filters - Mobile:** A screenshot showing media query filters for mobile devices.
- Change Style:** A screenshot showing CSS/SCSS code for styling elements like groups and rectangles.
- 9 - Slicing:** A screenshot showing slicing logic for tabs and other items.

# Languru Universal iOS App

Coded with Swift and Used Adaptive Design

<https://cl.ly/jcQS>

It is a language learning & dictionary app. Search any phrase for definitions and rich human translated example sentences from real life to learn how to use them in different contexts.

