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TOEFL IBT Score: 80 / 120 – February 2014 (Outdated)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

<http://bit.ly/2rhcxfp>

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, illustrating the UI & UX redesign:

- Top Left:** Home screen featuring a large speech bubble icon and the text "HelloTalk TALK TO THE WORLD". It includes a "Sign Up With Facebook" button and "Other Sign Up Options".
- Top Middle:** A feed screen titled "Recent Favorites" showing a list of messages and notifications. One message from "Markus Himmel" is highlighted.
- Top Right:** A group chat screen for "English Practice Group" with multiple messages from users like Anna Melo Pinto, Chan Huang, Michael Johnston, and Markus Himmel.
- Middle Left:** A "Match Following" screen showing a message from "Frank Andrews" asking about traditional music in the background.
- Middle Middle:** A profile screen for "Michael Johnston" showing his location in London, United Kingdom, and his language skills: ENGLISH, CHINESE, FRENCH, SPANISH, TURKISH.
- Middle Right:** A "VIP Membership" screen offering options to "Supercharge your learning experience while helping the HelloTalk community." It lists benefits like "No Ads", "Power Search", "Unlimited Translation Tools", and "Learn More Languages". It also shows pricing for 1 YEAR (\$1.25/month), 1 MONTH (\$1.99/month), and LIFETIME (\$50).

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: <http://bit.ly/2sjusfa>

The collage illustrates the Framer interface and the resulting mobile application for the "Photo of the Day" feature in Noodl.

- Top Left:** The Framer flow editor showing a "Go Back" flow controller with "Show Previous" and "Transition Progress" actions. It also displays "Component Inputs" (Image, Date, Name) and "Photo State" (States: Opacity, Height, Toggle).
- Top Right:** A screenshot of the mobile application showing a sunset photo with a date overlay (18 DEC 16). Below the photo are "Close Button" and "Bookmark Button".
- Middle Left:** The Framer flow editor showing a "Scale to Full Screen" transition with "Transition Progress" and "Show Previous" actions. It also displays "Component Inputs" (Image, Date, Name) and "Photo State" (States: Opacity, Height, Toggle).
- Middle Right:** A screenshot of the mobile application showing a landscape photo with a navigation bar and tabs for "ALL", "AMERICA", "EUROPE", and "AFRICA".
- Bottom Left:** The Framer flow editor showing a "Custom Flow Transitions" component with "Transition Progress" and "Duration End" actions. It also displays "Component Inputs" (Image, Date, Name) and "Photo State" (States: Opacity, Height, Toggle).
- Bottom Middle:** The Framer flow editor showing a "Default" CSS block with styles for ".group" and ".rectangle". It also displays "Component Inputs" (Image, Date, Name) and "Photo State" (States: Opacity, Height, Toggle).
- Bottom Right:** The Framer flow editor showing a "9 - Slicing" component with "Enable" and "Slices" settings. It also displays "Component Inputs" (Image, Date, Name) and "Photo State" (States: Opacity, Height, Toggle).
- Bottom Left Details:** A close-up of the Framer interface showing media queries for "Filters - Mobile" and "Filters - Desktop".
- Bottom Middle Details:** A close-up of the Framer interface showing a "Change Style" block with CSS and SCSS code.
- Bottom Right Details:** A close-up of the Framer interface showing a "Make Uppercase" Javascript block and a "Day Tab" component.

Languru Universal iOS App

Coded with Swift and Used Adaptive Design

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.

