

19 / 06 / 1989

# Emin Inanc Unlu

## Product Designer & Prototype Developer

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ARTICLES [medium.com/@einancunlu](https://medium.com/@einancunlu)

Hello, I am a self-taught Product Designer with a degree in Computer Science and various coding experience. My passion is designing and I love working on UI & UX.

Understanding the development side of the products helps me a lot while designing and working with the developers in the team.

Besides the other things, I like writing on Medium, traveling the world, going for hiking, working on side projects and contributing to the community.

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



## Experience

APR 15 – APR 17 • REMOTE

### Product Designer — 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.

SEP 14 – FEB 15 • PERSONAL PROJECT

### Languru — Universal iOS App

Languru is a language learning and dictionary app. Search phrases to find definitions and human-translated real-life example sentences.

NOV 13 – JUL 14 • ANKARA / TURKEY

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

Involved in design and development of the web and mobile parts of some projects.

FEB 13 – JUL 13 • SIDE PROJECTS

### Finimalist and TOBB ETU — iPhone Apps

SEP 12 – DEC 12 • INTERNSHIP • ANKARA / TURKEY

### Graphic Designer — Expokent

JAN 11 – APR 11 • INTERNSHIP • ESKISEHIR / TURKEY

### Android Developer, UI Designer — Ester

Involved in development and design of the Android app of TCDD.



## Education

2008 – 2013 • FULL SCHOLARSHIP

### Computer Engineering — GPA 3.3 / 4.0

TOBB University of Economics and Technology



## Languages

### English — Professional Proficiency

TOEFL IBT Score: 80 / 120 - Feb 14 (Outdated)

Turkish — Native

German and Spanish — Beginner

Mobile Design  
Prototyping  
Interaction, Icon Design

Web, Desktop Design  
Photography, Video Editing  
Motion Design

Illustration  
3D and Print Design

HTML, CSS, Swift  
FramerJS, Coffeescript  
Objective-C

Javascript, SASS, Compass  
Jquery, Cocoascript, JXA  
Foundation, Bootstrap

Java, Android  
XML, SQLite

Sketch, Framer, macOS  
Noodl, Origami Studio  
Xcode, Slack, Screenflow

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

Blender 3D, Photoshop  
Affinity Designer

# HelloTalk UI & UX Redesign

## As Product Designer at HelloTalk

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SKETCH

ZEPLIN

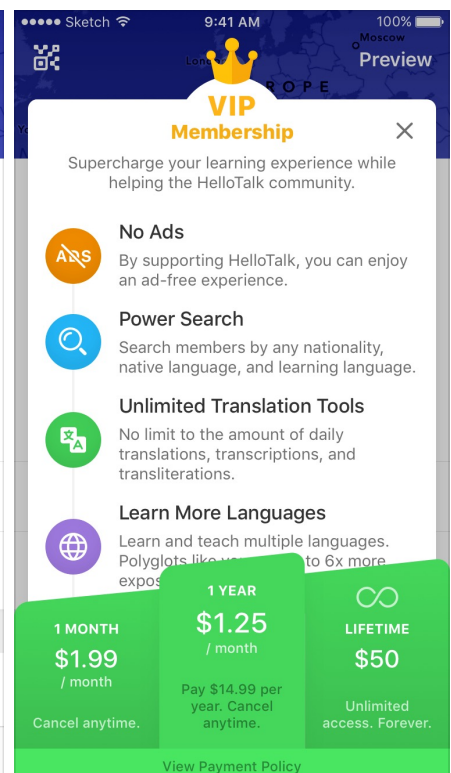
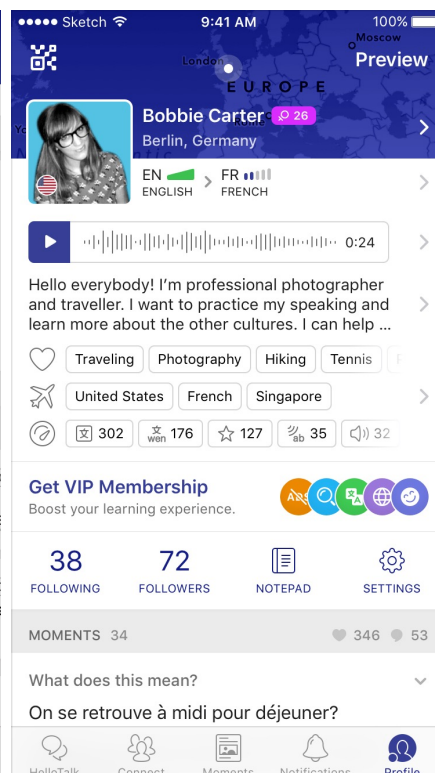
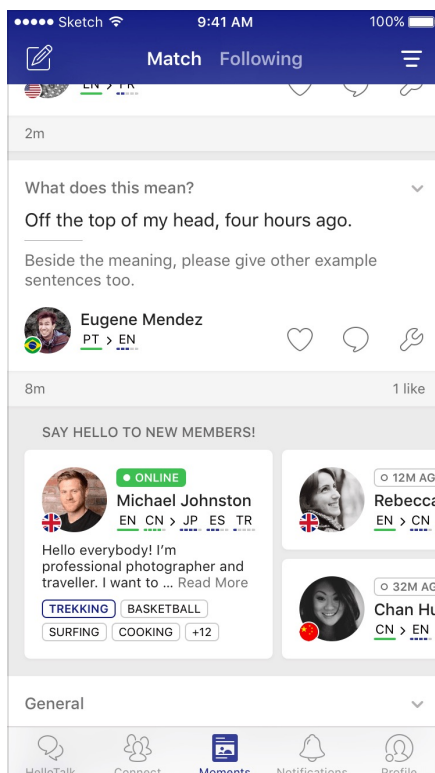
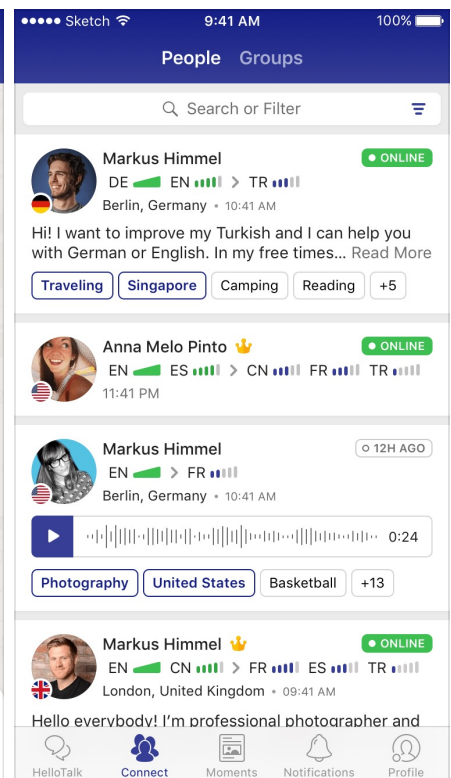
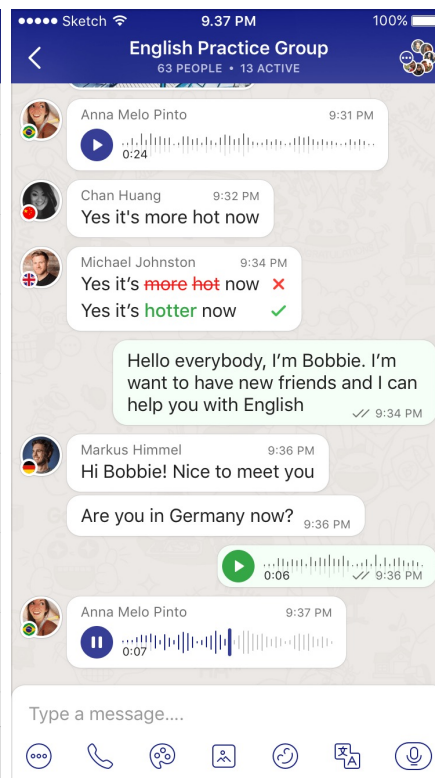
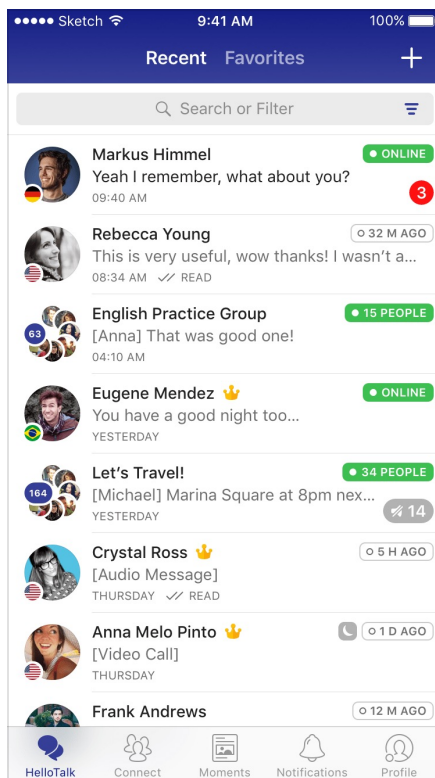
FRAMER

ORIGAMI STUDIO

NOODL

MOTION 5

PIXELMATOR



# Concept Design for Noodl App

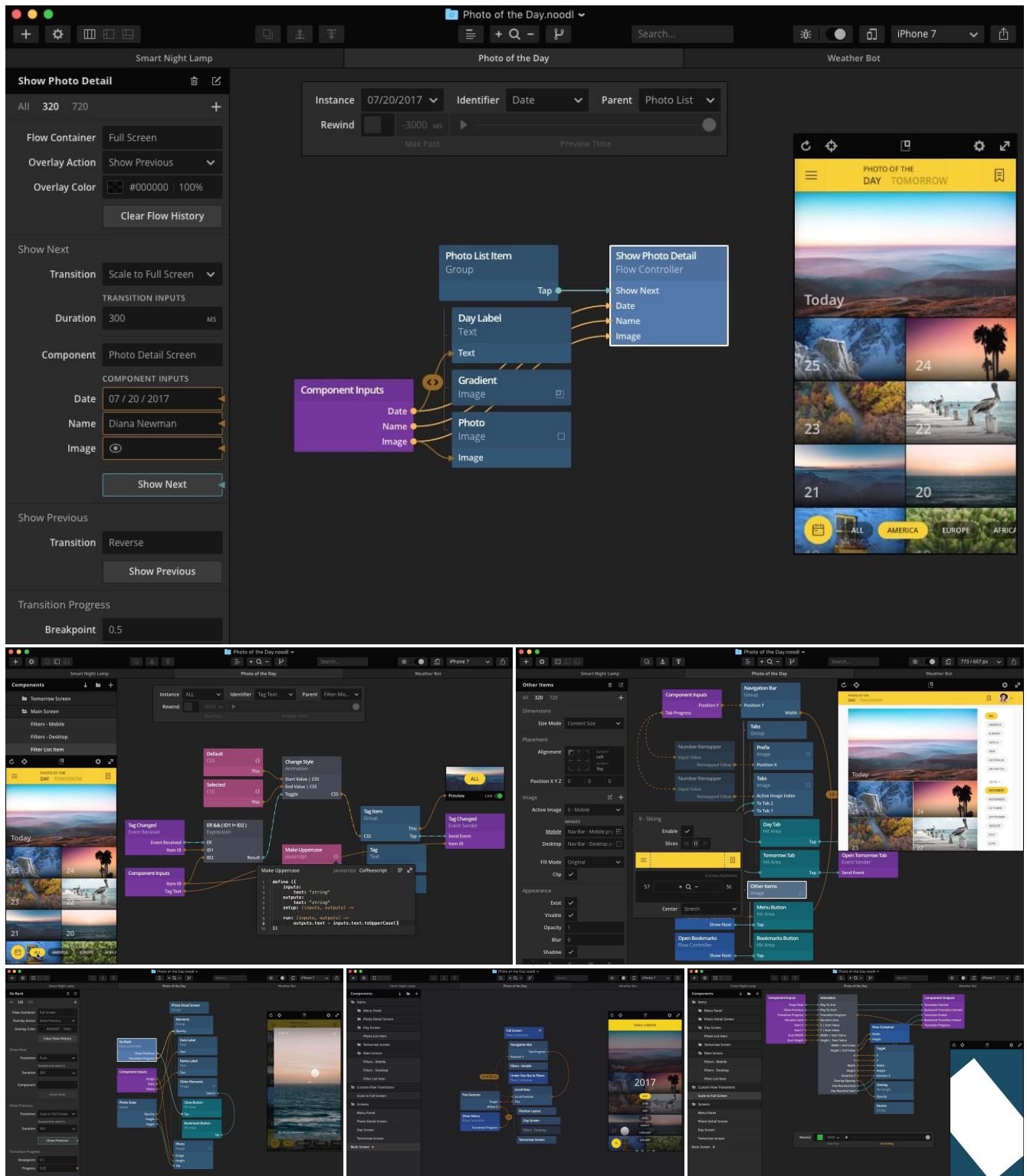
## Adding Major New Features and Polishing the UI & UX

Noodl is a node-based prototyping app. I used Framer to prototype this concept design to show my ideas in action. For more details and the video: [emin.space/works/noodl.html](http://emin.space/works/noodl.html)

SKETCH

FRAMER

SCREENFLOW





# Languru — Universal iOS App

Coded Fully in Swift and Built with Adaptive Design

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XCODE

SWIFT

ADAPTIVE DESIGN

SKETCH

SCREENFLOW

