

19 / 06 / 1989

Emin Inanc Unlu

Product Designer & Prototype Developer

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TOEFL IBT Score: 80 / 120 - Feb 14 (Outdated)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

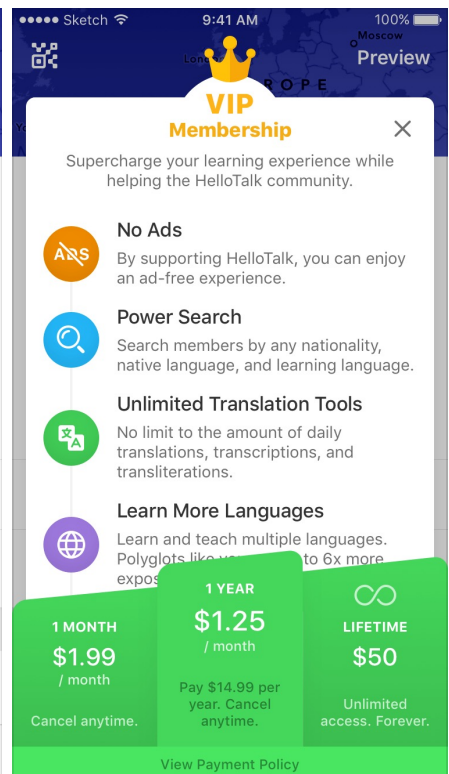
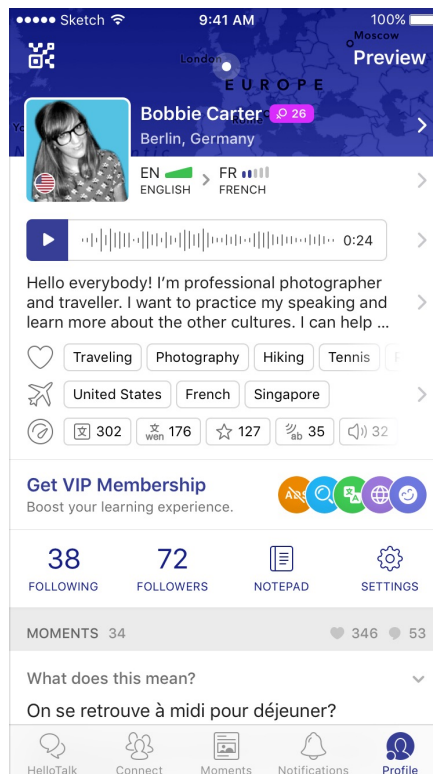
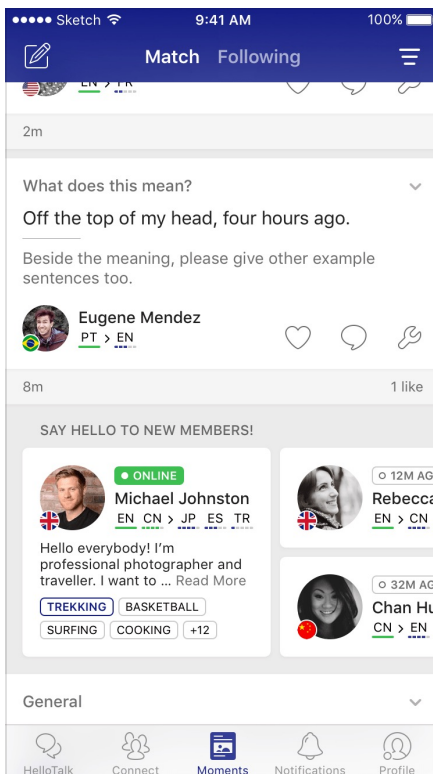
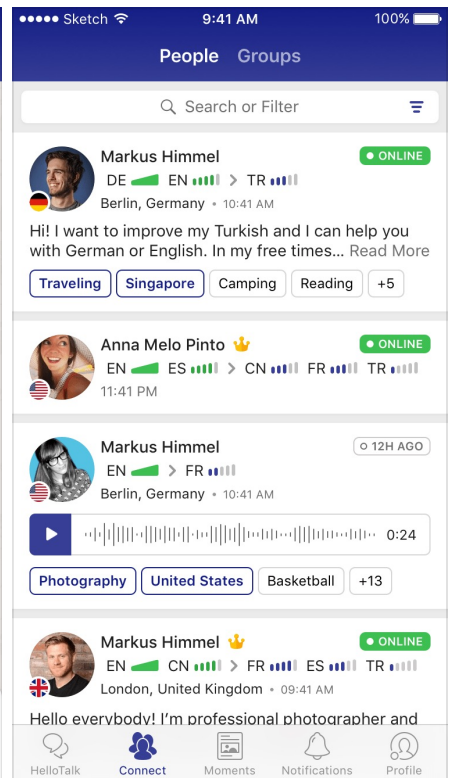
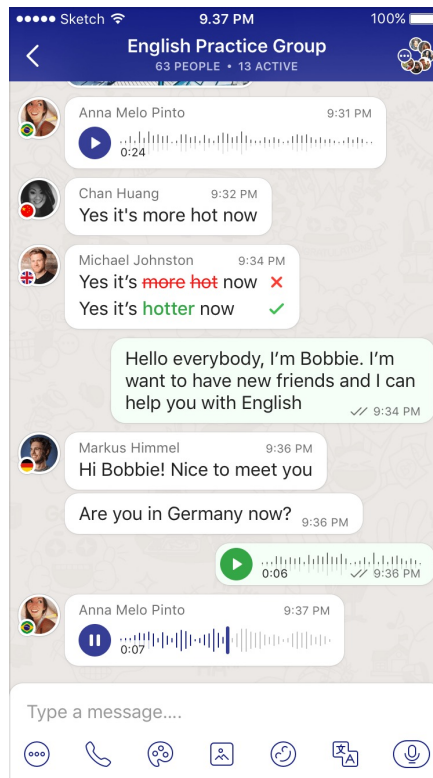
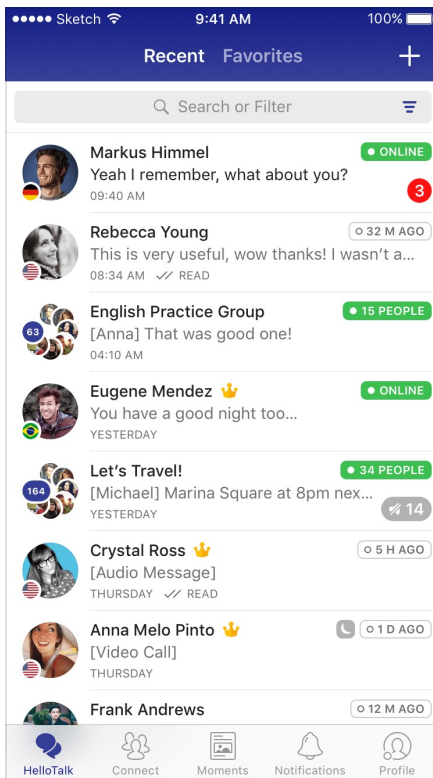
FRAMER

ORIGAMI STUDIO

NOODL

MOTION 5

PIXELMATOR



Concept Design for Noodl App

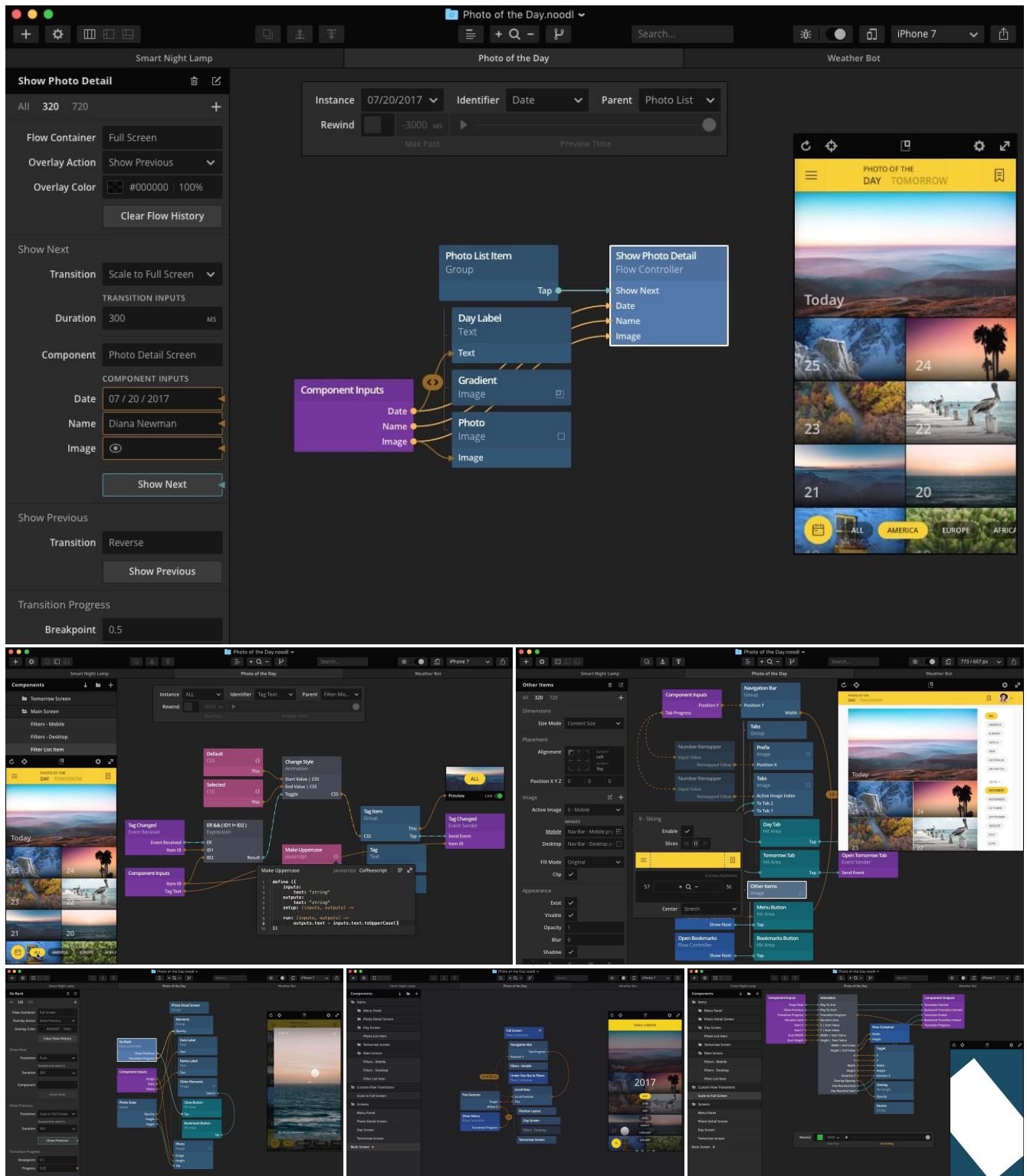
Adding Major New Features and Polishing the UI & UX

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

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

