

19 / 06 / 1989

# 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 helps me a lot while designing and working with the developers in the team.

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 – APR 2017 • 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 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

Worked in design and development of the 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TOEFL IBT Score: 80 / 120 – February 2014 (Outdated)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

Javascript, SASS, LESS  
Cocoascript, JQuery  
Foundation, Bootstrap

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

Illustration  
3D and Print Design

Java, Android  
XML, SQLite

Photoshop, Blender  
Affinity Designer

2015 - 2017

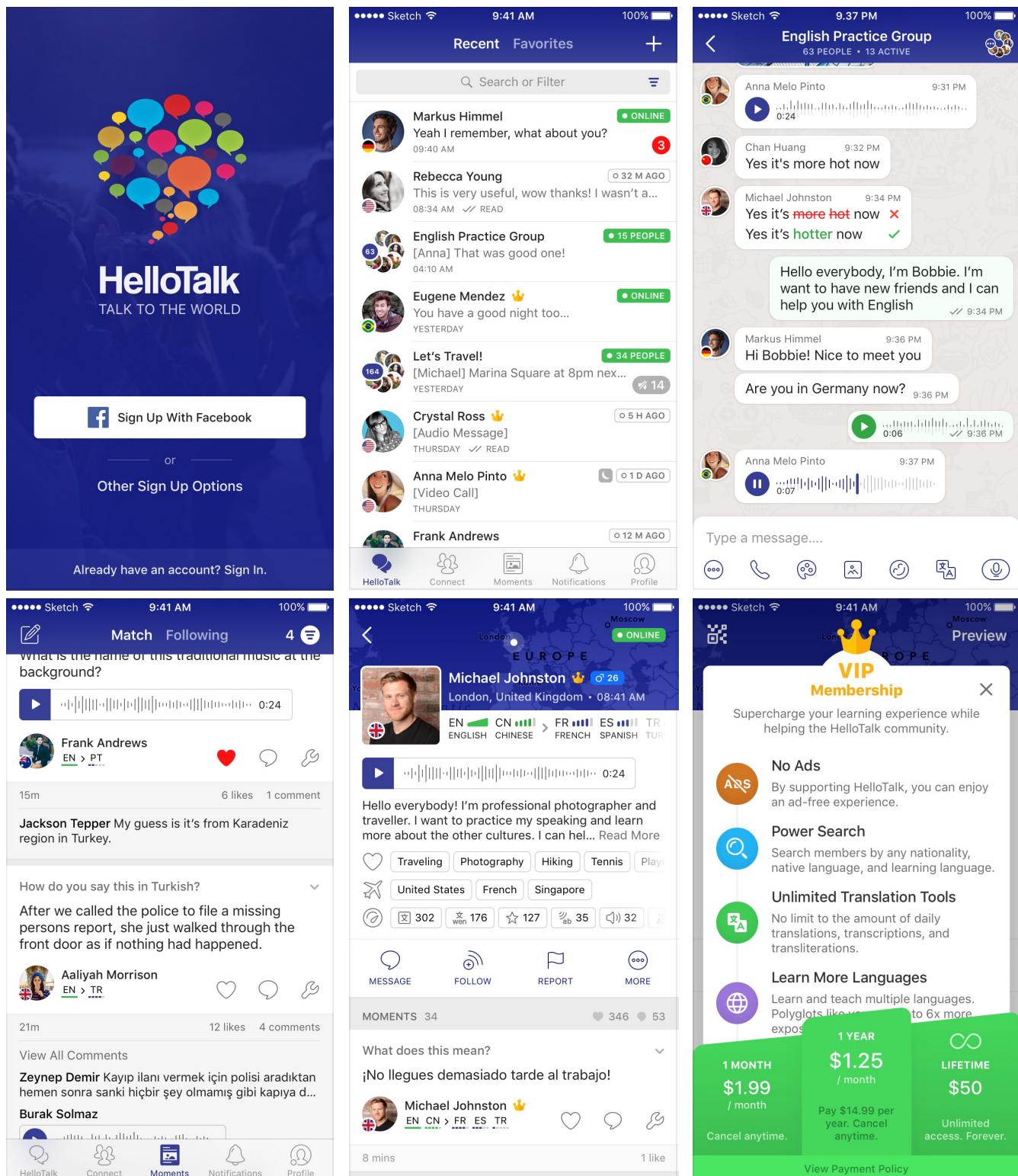
SEE MORE EXAMPLES

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

# HelloTalk UI & UX Redesign

Used Sketch and Framer

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.



# 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 used for prototyping the Noodl concept. It includes:

- Flow Editor:** Shows the "Photo Detail Screen" flow controller with various transitions and components like "Go Back", "Close Button", and "Bookmark Button".
- Component Inputs:** A detailed view of the "Photo Detail Screen" showing inputs for "Image", "Date", and "Name".
- Photo State:** A states panel showing "Opacity", "Height", and "Toggle" properties.
- UI Mockups:** Mockups of the "Photo of the Day" screen on an iPhone 7, featuring a sunset image, date (18 DEC 16), and navigation tabs for "ALL", "AMERICA", "EUROPE", and "AFRICA".
- Components Panel:** A list of components including "Component Inputs", "Component Outputs", "Navigation Bar", and "Tabs".
- 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.
- Default CSS:** A screenshot showing CSS styles for a "Default" component, including:
 

```
.group {
  box-shadow: none;
  text {
    color: rgba(1,1,1,0.8);
  }
  rectangle {
    background-color: rgba(0,0,0,0.5);
    border-radius: 50px;
  }
}
```
- Change Style:** A screenshot showing a "Change Style" block with "Result" and "Text" outputs.
- Mobile.png:** A screenshot showing a mobile device preview of the "Photo of the Day" screen.
- 9 - Slicing:** A screenshot showing slicing settings for a "Day Tab" hit area.
- JavaScript:** A screenshot showing a "Make Uppercase" JavaScript block with "Text" inputs and outputs.

# Languru Universal iOS App

## Coded in Swift and Built with 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.

