IDIL KALE

UI/UX Designer • Visual Designer • Creative Technologist
Gilbert, AZ • +1 (623) 290-4397 • idilkale2000@hotmail.com
Portfolio: idilkale.github.io • LinkedIn: linkedin.com/in/idilkale1 • GitHub: github.com/idilkale

SUMMARY

Multidisciplinary UI/UX Designer with a dual background in **Computer Science and Visual Communication Design**, combining technical development skills with human-centered design methods. Experienced in creating interactive digital products, visual systems, and web-based interfaces. Skilled in **UX research, prototyping, usability testing, and interface design** with strong visual storytelling across platforms.

EDUCATION

M.S. in User Experience	08/2025 – 06/2027 (Expected)
Arizona State University, College of Integrative Sciences and Arts	
B.S. in Computer Science and Engineering	09/2020 – 06/2025
Sabancı University, Faculty of Engineering and Natural Sciences	
B.A. in Visual Arts & Visual Communication Design (Double Major)	09/2020 – 06/2025
Sabancı University, Faculty of Arts and Social Sciences	

TECHNICAL SKILLS AND CERTIFICATION

Design & Research: UI/UX Design, User Research, Wireframing, Prototyping, Heuristic Evaluation, Interaction Design, Usability Testing, Visual Systems, Accessibility, Design Thinking, Human-Computer Interaction Principles
Visual & Creative Tools: Figma, Illustrator, Photoshop, InDesign, After Effects, Lightroom
Technical Skills: HTML, CSS, JavaScript, Unity, Python, C++, Java, Frontend Development
Languages: Turkish (Native), English (Advanced)

PROFESSIONAL EXPERIENCE

Human-Computer Interaction Lab — Research Assistant, Sabancı University   01/2023 – 06/2025
- Designed digital interfaces and supported usability testing for VR research projects
- Developed lab website and structured content for accessibility
- Conducted user experience research and assisted publication preparation

Graphic Design Intern, WE2, Istanbul, Turkey   06/2024 – 08/2024
- Created data-driven infographics for print and web using Adobe Illustrator
- Designed interactive web components using HTML, CSS, and JavaScript
- Supported layout, prototyping, and content design for projects

IT/Data Intern, Danone, Istanbul, Turkey   07/2023 – 10/2023
- Developed SAP/ABAP automation to standardize program operations
- Improved data reliability across merging companies through backend solutions

Website Designer Intern, Monovi Information Technology | Istanbul, Turkey | 02/2021 – 03/2021
- Redesigned company website using Figma and HTML/CSS
- Delivered responsive UI aligned with brand identity

Assistant, Gate27, Istanbul, Turkey   05/2020 – 07/2020
- Organized visual content for digital channels
- Assisted guest artist programs and public engagement

PROJECTS

VR Biology Lab — UI/UX + Interaction Design (Unity)
- Designed and implemented interactive VR lab environment enabling multiple users to perform biological procedures in virtual space. Created UI elements based on HCI principles, prototyped interactions, and conducted usability testing with student participants.

Human-Computer Interaction Lab Website — UX + Frontend
- Designed, developed, and deployed a responsive research lab website using Figma prototypes and HTML/CSS. Improved navigation clarity and streamlined access to research documentation and publications.