



**Andrea Buran,**  
**at your service.**

**I am a well-rounded  
Designer with a focus  
on user experience  
and interface design\*.**

**I conceive and craft  
products and services  
that put people first†.**

\* I am also passionate about coding, prototyping and front end web development.

† I have been driving and crafting projects with industry leaders in automotive, culture, e-commerce, finance, telco, tourism and travel over the last eight years.

Born on the 16<sup>th</sup> of April 1985, in San Donà di Piave, Italy.  
Lives in Istanbul, Turkey.

Speak Italian (mother tongue), English (fluent) and a little Turkish (learning in progress).



## WORK EXPERIENCES

**Design Leader** / Jan 2018–Present

**Senior Visual Designer** / May 2016–Dec 2018

**I-AM Digital** / Istanbul, Turkey

Conceive and craft digital services and products across multiple channels and platforms, always having the user experience and engagement in mind. ¶ Lead and guide teams throughout the user experience and interface design phases of multiple projects. ¶ Establish design point of views and communicate and discuss strategies, concepts, detailed designs and design rationales, both verbally and visually, with customers and stakeholders. ¶ Generate design strategies and concepts, and translate them into detailed interaction and visual designs. ¶ Iterate through the design process by crafting low- and high-fidelity prototypes to validate and improve on designs. ¶ Create comprehensive design systems by following an atomic design approach. ¶ Mentor and inspire fellow team members by giving constructive feedback, critiques and food for thought. ¶ Set and improve the studio design processes, methodologies and tools. ¶ Evaluate and discuss project requirements, efforts and risks, and tailor the steps of design processes to projects' needs and goals.

**Visual Designer** / May 2014–Apr 2016

**Fjord** / Istanbul, Turkey

Created engaging digital services and products across multiple channels and platforms, always having the user experience and engagement in mind. ¶ Generated strategies and concepts and translated them into detailed interaction and visual designs. ¶ Effectively communicated and discussed research findings, concepts, designs and rationales, both verbally and visually. ¶ Quickly iterated through the design process by crafting low- and high-fidelity prototypes to validate and improve on designs. ¶ Defined and implemented interaction and visual design documentations and guidelines.

**Visual & Interaction Designer** / Jul 2009–May 2014

**Self-employed** / Venice, Italy

Conceived, designed and crafted commercial and self-initiated digital and non-digital projects. ¶ Conceived and developed creative design concepts and strategies. ¶ Structured and organized information and created low-level wireframes. ¶ Designed the look-and-feel of user interfaces and prototyped and coded visual mockups. ¶ Crafted responsive and adaptive sites. ¶ Wrote clear and concise documentation and performed quality control tests.

**Visual & Interaction Designer** / Nov 2010–Jul 2012

**Wolfgang Scheppe Associates**, Venice, Italy

Researched, conceived and developed design concepts and strategies. ¶ Designed and crafted communication and interactive artefacts to solve communicative and interactive problems, and serve varied needs. Worked independently or as a part of a team to carry out projects in varied fields—from print to web and video.

**Web Designer** / Oct 2010–May 2011

**IUAV University of Venice** / Venice, Italy

Structured, designed and crafted the site *Showcase Design*. ¶ Developed the content strategy of the site and documented it through a solid content management guideline.

**Graphic Designer & Digital Producer** / Jul–Aug 2010

**Wolfgang Scheppe Associates** for **British Council**

British Pavillion, Venice Architecture Biennale, Venice, Italy

Designed and typesetted the book **Done.Book**. ¶ Produced the images digitally for the exhibition of the same name.

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## EDUCATION

**Visual Communication and Multimedia**

**graduate degree / 110/110 cum laude**, full marks and honors

Oct 2007–Apr 2010 / Faculty of Arts and Design,  
IUAV University of Venice, Italy

**Industrial Design (with a focus on graphic design)**

**undergraduate degree / 110/110**, full marks

Oct 2004–Nov 2007 / Faculty of Arts and Design,  
IUAV University of Venice, Italy

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## THESIS

**Cinema and Comics in the Computer Era:**

**New Possibilities for the Sequential Art**

Sept 2009–Mar 2010 / Supervisor Massimo Magri,  
Assistant Supervisor Nicolò Scibilia

The experimental research on the cinema and comics media forms inquired new possibilities for their reciprocal remediation on the Web. ¶ It fueled the designing of a **new hybrid media form** for crafting a new multimedia artefact and narrating a story and/or communicating an idea on the Web.



## STRENGTHS & SKILLS

### Leadership & Direction

Well-organized at handling projects from kick-off to delivery, with a neatly and systematic approach. ¶ At ease in directing and guiding teams, as well as in mentoring and inspiring them by giving constructive feedback, critiques and food for thought.

### Strategy & Concept Generation

Strong in generating design strategies and concepts in response to goals, and within the requirements and constraints of projects.

### Communication & Clarity

Effective in explaining and discussing research findings, strategies and concepts, design decisions and rationales, detailed design outputs, both verbally and visually, and able to tie them back to project goals, requirements and constraints.

### Cross-field Background & Knowledge

Robust cross-field technical background and experience in digital, print and video fields. ¶ Strong knowledge of the fundamentals and basics of color, typography, layout, and language of images—both static and dynamic.

### Cross-platform & Device

Have been crafting digital artefacts for multiple platforms—Android, iOS and native Web—and devices—mobile, tablet and desktop—adopting the most suitable design principles and patterns from case to case.

### Sketching & Prototyping

Resort to sketching and prototyping—whether in paper, video or code—in order to promptly put ideas into shape and validate them, while quickly iterating in search of the best solution.

### Keen Eye

Believe incisive designs are very much informed by details. Keen to get the small things of a project right and consistent, from micro-typographic refinements to finishing touches.

### Design Software

Well-experienced in **Keynote**, **Illustrator**, **Indesign**, **Photoshop**, **Premiere**, **After Effects**, **Flash** and **Invision**. ¶ Particularly fond and happy of designing with **Sketch** and **Zeplin** lately.

### Passion for Coding

Love coding and hands-on in front end web development. ¶ Extremely fluent in **HTML5**, **CSS3**, **SCSS** and **Compass** and proficient in **LESS**, **XML**, **XPath** and **XSLT**. ¶ Have a basic knowledge of **Javascript**, **jQuery**, **XSLT** and **Processing**.