Selin Oner

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EDUCATION

University of Southern California, Dornsife College of Letters, Arts and Sciences, Los Angeles, CA Aug. 2020- May 2024
Cognitive Science | Minor in Business GPA: 3.7

WORK EXPERIENCE

Cravin Los Angeles, CA
UI/UX Designer & CMO Apr. 2022-Present

- Designed low-fidelity model and high-fidelity prototype of Cravin App, Cravin website, and Cravin Restaurant-side App with Figma. Created promotional material such as brochures and business cards using Adobe Illustrator.
- Published social media posts and formalized Instagram and LinkedIn templates using Adobe Illustrator.
- Pitched to possible investors and startup advisors during coordinated meetings.

USC HiNT Lab Los Angeles, CA
Lab Research Assistant Apr. 2022-Present

- Digitized research findings on compliance of surveillance. Compiled and summarized 10 research papers.
- Quantified research data on the distinction of well-being, management, and profit.

USC Viterbi Vision Venture Los Angeles, CA
UI/UX Designer Mar. 2022-Present

- Created a low-fidelity model and final product for USC Viterbi Vision Venture. Collaborated with a front-end developer to launch the website.
- Designed thumbnail illustrations with Adobe Illustrator for website content.

LEADERSHIP AND INVOLVEMENT

USC AthenaHacks Los Angeles, CA
Finances Committee Member Oct. 2021-Present

- Contacted recruiters and USC alumni to promote Southern California's largest all-female annual hackathon.
- Communicated with sponsors and the USC Viterbi administration department for funding and sponsorship packages.
- Cooperated with other AthenaHacks committees to manage event logistics.

USC Code The Change Los Angeles, CA
Project Manager Aug. 2022-Present

- Oversaw a team of designers and developers to create a mobile application for the non-profit, WriteGirl.
- Held weekly meetings internally as well as externally with WriteGirl executives for further communication.

Product Designer Sept. 2021-May 2022

- Teamed up with another designer, 12 developers, and a project manager to create a website for the non-profit, Friends of the Miracle Mile.
- Utilized Figma to design user journey, low-fidelity prototype, and final product. Used Adobe Illustrator to create a new logo.

ACADEMIC PROJECTS

ALPHA USC
BUAD 304: Organizational Behaviour and Leadership Sept. 2020-Dec.2020

- Collaborated with 4 other team members to analyze *ALPHA*, a USC student organization, based on the organization's culture, reward systems, and overall structure.
- Surveyed 60 *ALPHA* general members and interviewed 10 *ALPHA* E-Board members to identify weak points and gather data.
- Reported and presented recommendations to increase involvement and engagement during the pandemic.

SKILLS AND INTERESTS

- **Languages:** Fluent in Turkish and English. Novice Spanish speaking and writing.
- **Programming:** Experienced in HTML, CSS, JavaScript, Swift, and C++; Basics in Java and Python
- **Software:** Figma, Adobe XD, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro
- **Skills:** Critical thinking, Organization and Time management, Team player and collaborator, Problem-solving