

## Sr. Product Designer, Amsterdam

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Available now · NL residence permit to 2029 · arbeid vrij toegestaan, TWV niet vereist · no sponsorship needed

Product design end to end: the research plan, the interviews, and the surface that ships. Figma, a clickable prototype, or a POC on a live endpoint, whichever the job needs. Eight years across B2B SaaS and consumer, zero to MVP on new products and lifts on ones already shipping.

### RECENT EXPERIENCE

#### Studocu

Aug 2022 – Present · Amsterdam, hybrid

Promoted twice in four years

##### Design Engineer

Jan 2026 – Present

- **Originated Course Companion**, the rebuild of the course page around AI study artifacts: argued the case to management, prototyped it, designed it and shipped it with engineering as a 50/50 test on 10,000+ courses.
- Rebuilt **SLICE**'s components to spec inside Claude Design so any team can compose product-accurate screens without a designer in the room. Long-time SLICE contributor.
- Ship frontend alongside engineering when that is the fastest route to an answer.

##### Senior Product Designer

Jul 2023 – Jan 2026

- Designed the **Mock Exam** product line for the Studocu AI launch, including the exam start ritual: a cover page, name and signature before the timer, A/B tested against the plain start.
- **Ran research end to end**: about 60 moderated interviews, the Learning Impact Lab method, and analysis into decisions a team could act on rather than a deck they nodded at.
- **Numerous coded prototypes and POCs**, many wired to live model endpoints, so a feature meets real latency, cost and failure before engineering commits. Several proved a concept would not scale and were cut before build.
- Designed and ran **Idea to Prototype**, a two-part internal L&D series on AI-assisted prototyping, with the prompt libraries and templates behind it.

##### Product Designer

Aug 2022 – Jul 2023

- Designed core product surfaces end to end, from research plan and interviews through to shipped release: Expert Q&A conversion and onboarding, the first rolling user-interview programme, Groups from discovery to MVP. Contributor to SLICE.

#### Borda Technology

Mar 2020 – Jul 2022 · Istanbul

##### Senior Product Designer

- **Sole designer** on an IoT asset-management SaaS platform for biomedical and healthcare estates, web and mobile.
- Created **Catamaran**, the company's first design system, and designed **Sensei**, an IoT environmental monitoring product, from zero to launch.

#### Deplike

Dec 2018 – Dec 2019 · Ankara

##### UI/UX Designer

- Sole designer on a guitar FX simulation app, native iOS and Android, plus a companion product for sharing guitar tones.

##### DESIGN

Figma, Rive, design systems, interaction and motion, component-level UX

##### PROTOTYPING

Coded prototypes, live-endpoint playgrounds, MVPs, usability testing

##### RESEARCH

Research planning, user interviewing, transcript analysis, usability testing, A/B testing

##### BUILD

TypeScript, React, Next.js, Tailwind, Supabase

##### AI

Claude Code, Cursor, MCP, agentic workflows, prompt systems

##### EDUCATION

**MArch, Architecture** METU, Ankara · 2010 – 2014

**BArch, Architecture** İzmir University of Economics · 2005 – 2009

##### LANGUAGES

**Turkish** NATIVE **English** FLUENT **Dutch** A2