

I turn ambiguous problems into something clickable in days, build the tooling that makes that repeatable, and teach teams to do it themselves. Trained as an architect — producing something buildable from a vague brief under hard constraint. I read, debug and ship production code; I write it with AI.

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Compress
Ambiguity to something clickable in days

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Systematize
The tooling that makes it repeatable

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Decide
Evidence that shortens decision cycles

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Enable
Capability that transfers to the team

EXPERIENCE

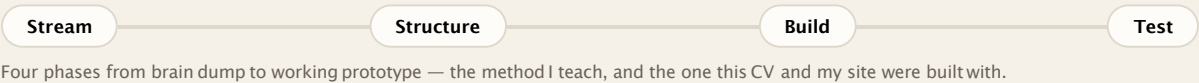
- **Studocu**
Senior Product Designer · Studocu · Amsterdam, NL
Aug 2022 — Present

 - Initiated a company mission from unsolicited strategy through to build — reframed a monetization problem as a structural distribution problem, took it to the management team, then led delivery as design technologist.
 - Built and published an AI-operable design system organization-wide: 68 generated components from a single token source, that any colleague can prototype against in two commands.
 - Designed and ran “Idea to Prototype”, a two-part L&D series teaching AI-assisted prototyping — plus the prompt libraries, templates and workflows behind it.
 - Built the mission’s knowledge architecture: an agent-maintained second brain with scheduled cross-team dependency tracking across six sources.
 - Ship production frontend. Root-caused an upstream framework type-generation defect surfacing through a lint-flag and build-cache interaction.
- **Borda Technology**
Senior Product Designer · Borda Technology · Istanbul, TR
Mar 2020 — Jul 2022

 - Sole designer on an IoT asset-management SaaS platform across desktop and mobile.
 - Created Catamaran, the company’s first design system, and designed Sensei, an IoT environmental monitoring product.
 - Drove adoption of squad structure and agile process across product development.
- **Deplike**
UI/UX Designer · Deplike · Ankara, TR
Dec 2018 — Dec 2019

 - Sole designer on a guitar FX simulation app, native iOS and Android; led design for a companion product for social sharing of guitar tones.

METHOD



TOOLING

AI & BUILD

Claude Claude Code Cursor MCP Agentic workflows Prompt systems Design-system pipelines

FRONTEND

Next.js React TypeScript Tailwind Supabase Vercel

DESIGN

Figma Rive Design systems Interaction & motion Prototyping with real endpoints

PRACTICE

User research Workshop facilitation L&D Knowledge architecture Automation

EDUCATION

Master of Architecture
Middle East Technical University, Ankara · 2010—2014
Bachelor of Architecture
İzmir University of Economics · 2005—2009

LANGUAGES

Turkish — native
English — fluent, working language
Dutch — A2, working toward B1