

## Work Experiences

### Polin Waterparks - Mar 2016 - Present

Industrial Product Designer

Created innovative products by developing designs from concepts through manufacturing production

- Designing waterslides, water play structures, amusement, and environmental products, ride design
- Understanding of modern manufacturing methods, processes, materials, and constraints
- Maintaining constant knowledge of recent technologies and products for planning the next generation of water play products
- Converting broad consumer insights into innovative design solutions
- Innovating and pushing forward new ideas
- Creating high-quality presentation materials
- Working closely with engineering and architecture departments to develop product solutions, validate prototypes and define criteria/specifications
- Through experience with designing with human factors
- Improve old products by reverse engineering
- Making motion analysis with Solidworks for the new water slides

### Digital Panorama - Jan 2015 - Feb 2016

3D Modeler

I joined to the DGM team after the Interactive Content Developer position, who prepared high-quality images to be used in the catalog and web page of the brands such as Arçelik, Beko, Grundig etc. I did 3D modeling and model optimization.

### Digital Panorama - Sep2011 - Jan 2015

3D Interactive Content Developer

This was my first job. I created 3D real-time content. The contents are used in touch screens, which increase the user experience and allow the product to be examined in more detail. After that, we started developing mobile games. I worked on interface design and development.

### Arcelik Group - Jul 2009 - Aug 2009

Industrial Design Intern

I worked as an intern in the Arçelik Industrial Design Department. I designed and prototyped a low-segment dect phone for Grundig. In the meantime, I have experienced phases such as sketching, prototyping, CNC machining, painting.

## Skills

Concept making  
Brainstorming  
Sketching  
Model-making  
3D modeling  
3D Printing  
Graphic and visual design  
User experience and interaction  
CMF design

### 2D Softwares

Photoshop, Illustrator, After Effects, Corel Draw

### 3D Softwares

Rhino, 3Ds Max, Solidworks

### Rendering Softwares

Keyshot, V-Ray

### Languages

Turkish (Native)  
English (B1 Level)  
German (A2 Level)

## Education

### Kadir Has University - 2005 to 2010

Istanbul, TR

BFA in Industrial Product Design

3.36 GPA

## Achievements



**Good Design Award, Sports-Recreation 2019**  
Splash Bucket-ALLCAN  
Chicago, US



**21<sup>st</sup> International Bicycle Design Competition**  
Excellent Award, PEP.  
Taipei, TW



**Brass Ring Award, Best New Product Concept**  
2nd Place, TIME RIDER  
Orlando, US



**20<sup>th</sup> International Bicycle Design Competition**  
Merit Award, HORSY  
Taipei, TW



**22<sup>nd</sup> International Bicycle Design Competition**  
Excellent Award, ZICK ZACK  
Taipei, TW

**2nd National HVAC Design Competition** Third  
Award, MODULUS  
Ankara, TR