

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 / Sep 2011 - 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.

Arçelik 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

2D Softwares
Photoshop, Illustrator, Corel Draw

3D Softwares
Rhinoceros, 3Ds Max, Solidworks

Rendering Softwares
Keyshot, V-Ray

Languages
Turkish (Native)
English (B1 Level)

Education

Anadolu University / 2020 - Present
MS, Entrepreneurship & Innovation
Eskisehir, TR

Kadir Has University / 2005 - 2010
BFA, Industrial Product Design / 3,36 GPA
Istanbul, TR

Achievements



European Product Design Award
Honorable Mention, **Splash Bucket-ALLCAN**
Los Angeles, US



A' Design Award
Iron A' Design Award, **Splash Bucket-ALLCAN**
Milano, IT



The Attraction Star Awards
Most Successful New Product, **Splash Bucket-ALLCAN**
Istanbul, TR



International Design Awards
Bronze Award, **Splash Bucket-ALLCAN**
Los Angeles, US



Good Design Award
Winner, **Splash Bucket-ALLCAN**
Chicago, US



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



22nd International Bicycle Design Competition
Excellent Award, **ZICK ZACK**
Taipei, TW



21st International Bicycle Design Competition
Excellent Award, **PEP**
Taipei, TW



20th International Bicycle Design Competition
Merit Award, **HORSY**
Taipei, TW



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