As a creative and fearless designer, I believe in advocating for business' and customers' needs. With high attention to details and a wide set of skills to catalyse product vision, I effectivily turn ideas into memorable brand experiences that are beautiful, functional, and accessible.

Hi, I'm Taner Olcay,
A Product UX Designer / UX Developer based in Malmö
Currently working at Devoteam Creative Tech, with 1+ years
of work experience in the field of design

Degree of Bachelor of Science with a Major in Interaction Design



WORK EXPERIENCE

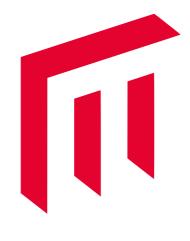


Product UX Designer

Apr 2021 - Present

Devoteam Creative Tech, Malmö

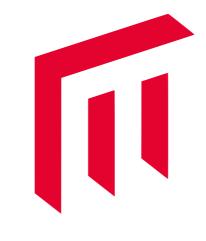
Working as a design consultant with one of the world's largest automobile companies. Also, design lead for a digital ecommerce product with one of the world's largest furniture makers.



Teaching Assistant

Aug 2020 - Mar 2021 Malmö University, Malmö

Assisting in graphical user interface design and programming in web environment.



Teaching Assistant

Jan 2019 - Jun 2019 Malmö University, Malmö

Assisting in design methods, qualitative research, design principles in mobile environment, graphical user interface design and programming in web environment.

HYBRID

Hybrid designer

2015 - 2021

Freelancer, Malmö

Developing a website for Wickethtattoo.se fashioned around the client as a female role model. An experience that invokes new aspects of her existing brand identity on social media. Also, digitilizing Restaurangnyhavn.se serving service with QR menu and performance monitoring.

HERE'S WHAT MY SKILLS EXTEND TO

UX and design thinking Interaction design Data-driven design Visual/UI design Design systems Web/UX development SEO

User Research Google Analytics Audio design

Web design Video editing Accessibility Motion design





Developing a website for a tattooist

Behind Wicketh Tattoo is Victoria Lundin Lewerentz, an artist and a tattooist based in Malmö. In early 2021, I offered to fully develop and design a website in coherence with her successful brand on Instagram.

READ MORE



Newtonian interfaces

When we apply motion in UX we are somewhat mirroring the motion of objects in the real world according to Newtonian physics. It is a mean to anchor users in two worlds, as they interact with one reality through another. Motion is more than an aesthetically pleasing effect, it is a medium for the continuum realism from our end of the world.

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I'VE WORKED WITH







