

# Cem Kaplan

Tampere, Finland

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## portfolio links

[cemkaplan.me](https://cemkaplan.me)

[dribbble.com/uixcem](https://dribbble.com/uixcem)

[codepen.com/uixcem](https://codepen.com/uixcem)

[github.com/uixcem](https://github.com/uixcem)

[linkedin.com/in/uixcem](https://linkedin.com/in/uixcem)

## selected projects

- 09/2023 — 12/2023 **Interactive Invoice - Svea Bank**  
I served as a UI/UX Designer on the Interactive Invoice and OmaSvea projects. Collaborating with Product Owners, Frontend Developers, and Backend Developers, I crafted user-friendly designs. Additionally, I partnered with the Marketing Team to create and test impactful marketing emails. This experience enhanced my skills and provided valuable insights into the professional design process
- 6/2023 — 09/2023 **Easy Garden - BearIT**  
I was part of a project which runs by BearIT. I am responsible from the whole design and design to code process in Front-End development side.
- 02/2022 — 03/2022 **Finland Interactive Map**  
In this project, I created the Finland Interactive Map, which shows the current weather, region map and aurora probability by region with one click.

## work experience

- 9/2023 — 12/2023 **UX Designer - Regtech by Svea - Internship**  
During my internship my main tasks are;  
Designing new interfaces for the Interactive Invoice project and creating specific designs and emails for our customers.  
Interactive Invoice's new e-mail design and its coding process  
Evaluations and improvement studies in terms of UX and accessibility on various projects carried out by Regtech for Svea Bank
- 04/2023 — 09/2023 **Software Development Trainee - BearIT**  
I participated in a six-month project managed by BearIT, culminating in the development of the EasyGarden product. My responsibilities encompassed the entire design process as well as the translation of these designs into code within the Front-End development phase.
- 11/2022 — 04/2023 **Game UI Designer - Rais Games**  
I worked closely with producers and engineers on mobile game interfaces, merging digital and physical elements. My tasks included refining concepts into detailed user flows and interfaces, understanding user priorities, and guiding the projects' aesthetics and functionality. By conducting user tests and interviews, I identified behaviors and areas to improve the user experience.
- 10/2021 — 10/2022 **UI / UX Designer - HopTub**  
During my time working on the HopTub project, I engaged in the creation of multiple page designs and conducted usability tests, collaborating closely with a team that included two Backend Engineers, two Frontend Engineers, and a Lead Designer. This experience was incredibly enriching, teaching me valuable lessons on teamwork and effective communication between different workgroups.

## education

- 03/2024 — 10/2025 **Business College - React, Wordpress & PHP - Perustutkinto**
- 04/2023 — 09/2023 **Software Development Trainee, BearIT**
- 08/2021 — 04/2023 **Etelä-Pohjanmaan Opisto - Finnish Language**
- 06/2021 — 03/2022 **Bootcamp, Social Hackers Academy-Web Development**
- 04/2021 — 10/2021 **Bootcamp, Google UX Design**
- 10/2017 — 06/2021 **Law School, Akdeniz University, Antalya**
- 10/2012 — 06/2017 **International Relationship, Gazi University, Ankara**

## workflow

### languages

english - full proficiency

finnish - business proficiency

### skills

web development

graphic design

product design

ui/ux design

user research

accessibility reports

usability studies

### tools

figma

git

vscode

jira

adobe photoshop

mural / miro / figjam

bitbucket

### coding

html

css

javascript

sass/scss

tailwind

node.js

bootstrap

## courses

### Software Development, Certificate

04/2023 — 12/2023

### UX Design, Certificate

04/2021 — 10/2021

### Front End Development, Certificate

06/2021 — 03/2022