

Cem Kaplan

UI/UX Designer

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Summary

I'm a UI/UX designer with experience in various projects since 2021. I've also completed several web development and design courses to enhance my skills. My goal is to become a Full Stack Designer, combining design and development expertise to create great user experiences.

Education

Business College Helsinki

2024 – 2025

Perustutkinto – React, Wordpress & PHP – 18Oop

Gazi University

09/2013–06/2017

BA Degree – 3.00 / 4.00
International Relationships and Conflicts

Certificates

Strategy & Experience Design / Aalto University

2024

Participated in Aalto University's 3-month Information Technology Program, focusing on business, design, and technology to solve real business problems.

Software Development / BearIT

2023

Worked on a six-month BearIT project, handling the full design process and converting designs into code for the EasyGarden product's front-end development.

Google UX Design / Coursera

2022

Completed the 6-month Google UX Design Bootcamp, gaining deep skills and knowledge in user experience.

Web Development / Social Hacker's Academy

2022

Completed the 9-month Web Development Bootcamp, gaining deep skills and knowledge in web development world.

Skills & Languages

Skills:

User flows · Wireframes · Mock ups · User testing · Data analysis · A/B Testing · Communicative · Detail oriented · Figma · Strategic thinking · Motion Design · Design Systems · Style Guides

Stacks:

GitHub · Miro · Figma · HTML5 · CSS3 · JavaScript · ScSS · Bootstrap · SQL · React · PHP · WordPress · Jira · Slack

Languages:

English – Professional Proficiency
Finnish – Business Proficiency

Experience

Regtech by Svea / UX/UI Designer

SEP 2023 – DEC 2023 – Internship

As part of the BearIT training program, I completed a 3-month internship at Regtech by Svea. During this time, I collaborated with backend and frontend engineers to ensure that Interactive Invoice solutions met client expectations and deadlines. I managed the entire design process, including wireframing, design, prototyping, and testing. Additionally, I was responsible for designing and coding email templates and improving UX and accessibility for various projects carried out for Svea Bank.

Rais Games / UX/UI Designer

MAR 2022 – AUG 2022 Contract Work

I collaborated with producers and engineers to design 'Dreamland' mobile game interfaces, seamlessly integrating digital and physical elements. I transformed concepts into detailed user flows and interfaces, while shaping the aesthetics and functionality of each project. Through user tests and interviews, I identified key behaviors and improved the overall user experience.

IHearYou / UX/UI Designer

MAY 2022 – JUL 2022 – Contract Work

Designed the IHearYou app, including creating various mockups and designs for both the mobile app and website. Developed Google Play/iOS Store screenshots and promotional pages to support the app's visibility and marketing efforts.

HopTub Inc. / UX/UI Designer

OCT 2021 – FEB 2022 – Internship

Designed and conducted research for multiple pages on hoptub.com, including the registration, landing, dashboard, payment, and product pages. Collaborated with 2 backend engineers, 2 frontend engineers, and the lead designer.