



Ecenur Bacaksızlar

UX-UI | Product | Interaction Designer in Malmö, Sweden.

Innovative solutions, accessibility and sustainability.

I've worked on projects in e-commerce, finance, telecom and healthcare since 2017.

Explore [my portfolio](#) for details!

EXPERIENCE

Volunteer Teacher (UX/UI courses)

ReDI School of Digital Integration, Malmö, Sweden, Sep 2022 - Present

- Teaching in UX/UI Design, leading interactive sessions and fostering collaborative learning experience
- Supervising hands-on assignments, and supporting women in career transitions in Sweden

UX/UI Designer - Part time

ASK Consultancy, Newcastle, United Kingdom, Sep 2021 - Jan 2023

While pursuing my master's studies, I transitioned to part-time remote support for **LC Waikiki**, a global retail company, by joining a consultancy agency. This shift allowed me to contribute to the company while pursuing my academic goals.

- Improved design systems, pre-checkout, checkout, and post-checkout flows for diverse countries
- Collaborated with stakeholders internally and externally, and guiding junior team members when needed

Customer Experience Specialist

LC Waikiki, Istanbul, Turkey, Oct 2020 - Aug 2021

Provided CX/UI/UX design and research services in retail, emphasising usability in digital and physical processes

- Improved processes such as return, personalisation, navigation, product listing, filtering, product and order details
- Collaborated with external and internal stakeholders and cross-functioning teams
- Guided junior team members when needed

Design Coach - Part time

HUB 21, Istanbul, Turkey, Sep 2019 - Aug 2021

- Tutored on weekends at HUB 21 that creates an environment where children innovate and learn.

UX Designer

I-AM Istanbul, Istanbul, Turkey, Nov 2018 - Oct 2020

Provided UX/UI design and research services in various industries, including finance, insurance, telecommunication, e-commerce, and healthcare. Collaborated with clients such as Turk Telekom, TEB, Akbank, MetLife, and Tekhnologos

- Led and participated in the development of user journey and affinity maps, low to high fidelity prototypes, workshops (including brand identity, ideation, concept development, trend analysis), and conducted usability tests, focus groups, and card sorting studies among others

Freelance Product Designer

Userspots, Istanbul, Turkey, Sep 2018 - Nov 2018

Designed an IoT product with a cross-functional team.

EDUCATION

M.Sc of Interaction Design

Malmö University, Sweden, Aug 2021 - Jun 2023

Thesis I (U-Med, 2022): A circular model to reduce medication waste

Thesis II (urStory, 2023): A tool to connect generations through memories and experiences

Courses: Embodied Interaction, Relational Design, Social Innovation, Play and Ludic Interaction, Design Based Research

B.Sc of Industrial Product Design

Istanbul Technical University, Turkey, Sep 2013 - Jul 2017

Graduation Project: Designing a portable medical device for the ENT doctors. **GPA**: 3.09/4

Three internship experiences: Ceramics at **Zen Ceramic**, electronics at **Vestel** and automotive design at **Ford**.

Exchange semester: Communication Design, **The Polytechnic University of Turin**, Italy (Spring, 2016)

CERTIFICATES & AWARDS

Accessibility: How to Design for All

certification issued by **Interaction Design Foundation**, Oct 2023

Distinction: Top 10% Course Taker. Gained expertise in accessibility basics, WCAG compliance, code optimisation, design challenges, inclusive strategies, and comprehensive accessibility testing

Carte D'or Packaging Design Competition

Unilever, Istanbul, Turkey, 2018

Ranked 2nd with a packaging design concept focusing on ice-cream sharing experience

Leapfrogs Scholarship

Lund University Innovation, Lund, Sweden, June 2023

Scholarship for an innovative business concept (Thesis I: U-Med) to pursue further during the summer of 2023

SKILLS & TALENTS

Software

Figma · Sketch · Adobe XD · Illustrator · Zeplin · InVision · Visio · Photoshop · Rhinoceros · SolidWorks · Blender · After Effects · Keyshot · V-ray · Procreate · Keynote · Miro · LucidChart · Arduino

Knowledge in various platforms and devices

- Design cross-platform (iOS, Android, Web) applications for various devices (mobile, tablet, desktop, smartwatch)

Concept and strategy development

- Generate concepts and strategies that align with user needs
- Address pain points
- Meet project objectives while respecting limitations

User-centred and participatory design approaches

- Eager to connect with users on a meaningful level
- Strive to comprehend their unique challenges, requirements, and ultimate goals
- Employ methodologies that prioritise user involvement and collaboration
- Translate business objectives into tangible product outcomes that address user needs

Leadership, mentoring and teaching

- Able to lead and supervise projects, teaching and guiding students and junior team members

Methods

Interviews · Contextual inquiry · Surveys · Cultural probes · Workshops · Focus group studies · Enactments · User journey maps · Affinity diagrams · Card sorting · Information architecture · Wireframing · Prototyping · Usability testing · Visual design · Accessibility testing · A/B Testing · Heatmaps · Playtesting

Language Proficiency

Turkish: Native

English: Fluent

Swedish: Intermediate (completed SFI level D)

Italian: Beginner