

# ECENUR BACAKSIZLAR

## Senior UX/UI Designer

### KEY PROJECTS

|              |                |  |
|--------------|----------------|--|
| Professional | telecom        | Turkcell, Maya - CRM platforms for staff to access customer data and more (live) |
|              | e-commerce     | LC Waikiki, Mobile app, websites, kiosks, design system (live)                   |
|              | healthcare     | Tekhnelogos, GalenClinic Telemedicine - Mobile app                               |
|              | finance        | TEB, CEPTETEB, Business & Private Banking - Web and mobile apps (live)           |
|              | gamification   | Akbank, Gamified internal tool for the bank's employees - Mobile app (live)      |
| Theses       | insurance      | MetLife, Mobile app and websites (live)  |
|              | storytelling   | urStory (M.Sc - 2023), Tool to connect generations - Mobile App                  |
|              | accessibility  | U-Med (M.Sc - 2022), Concept to reduce waste - Mobile App, RVMs                  |
|              | healthcare     |  |
|              | sustainability |  |

### EXPERIENCE

#### Senior UX/UI Designer

Turkcell Group Company: Atmosware, Türkiye - Remote (Sep 2024 - Present)

Led the creation of a scalable design system, improving cross-team consistency, design quality, and delivery efficiency. Designing coherent omnichannel tools to deliver seamless customer support.

#### Design Consultant

Freelance (Oct 2023 - Sep 2024)

Worked on digital product development across sectors like healthcare and manufacturing.

#### UX/UI Design Tutor

ReDI School of Digital Integration Malmö, Sweden (Sep 2022 - Jun 2024)

Tutored in-person design courses and workshops, prepared curriculum and mentored students.

#### UX/UI Researcher & Designer

ASK Consultancy, United Kingdom - Remote (Sep 2021 - Jan 2023)

Shifted to part-time remote support at Foreign Team at LC Waikiki during my master's. Initiated a design system by involving developers and designers. Improved checkout and post-checkout flows, leading to improvements in conversion rates and decrease in cart abandonments.

#### Customer Experience Specialist

LC Waikiki, Türkiye (Oct 2020 - Aug 2021)

Provided CX and UX/UI design services in retail as a member of a newly established CX Management Team. Guided junior members, introduced new ideas, connected business units and improved design maturity to create user-centred products. Led workshops to enhance digital processes. Optimised return and order flows, navigation, product listing, filtering, personalisation, and more, resulting in improved engagement, task completion, and customer effort scores.

#### UX Designer

I-AM Istanbul, Türkiye (Nov 2018 - Oct 2020)

Provided design and research services from early stages till release, facilitated discovery and strategy workshops with sectors including healthcare and fintech to develop new concepts.

Key Clients: Tekhnelogos, Turkish Economy Bank, MetLife (Gulf Region).

### EDUCATION

**M.Sc of Interaction Design, Malmö University, Sweden (Aug 2021 - Jun 2023)**

Focused on human-computer interactions, participatory design, circular design and research.

**B.Sc of Product Design, Istanbul Technical University, Türkiye (Sep 2013 - Aug 2017)**

Industrial Product Design program with integrated internships and Erasmus semester in Italy.

### AWARDS & CERTIFICATES

**Accessibility: How to Design for All Certification, Issued by IDF (Oct, 2023)**

Distinction: Top 10% Course Taker. WCAG compliance and accessibility testing.

**Leapfrogs Scholarship, Issued by Lund University (June, 2023)**

Awarded for developing an innovative sustainable healthcare concept, U-Med (M.Sc Thesis, 2022).

**100 Days of Code - The Complete Python Pro Bootcamp (Ongoing)**

Tutored by Dr. Angela Yu. Certification will be issued by Udemy.

### CONTACT

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Malmö, Sweden

Open to relocate

### KNOWLEDGE & TOOLS

Qualitative user research

Quantitative user research

End-to-end digital product design

Problem solving

Design thinking

Business strategy development

UX strategy

Stakeholder engagement

Inclusive design

Accessibility (WCAG)

Workshop facilitation

Usability testing

A/B testing

Agile principles and workflow

Mentoring / Teaching



Figma



Sketch



Miro



Maze



Visio



Zeplin



Optimal Workshop



Arduino



Python



Illustrator



Photoshop



InDesign



Jira

### LANGUAGES

Turkish (Native)

English (Fluent)

Swedish (Conversational)

Italian (Beginner)

References will be shared upon request.