

IBRAHIM OZEN

UX/UI Designer

Online portfolio: <https://www.ibrahimozen.com>

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SUMMARY

I am an intuitive, passionate, and self-motivated professional with over 10 years of experience in creating UX/UI designs and product design projects. I have always been a dreamer and a lifelong learner. My vision is to produce outstanding experiences that make people's lives easier and improve existing solutions by deepening my understanding of people, psychology, and human nature. I believe that the essence of creativity lies in empathy, knowledge, and teamwork. Therefore, I incorporate these values not only into my professional endeavors but also into my personal life.

EXPERIENCE

Interaction Designer | Stellantis | Auburn Hills, MI | March 2023 – Present

Design System Lead Cluster/HUD:

Front end development for instrument clusters and head-up displays within vehicles across all brands under Stellantis for design systems. Creating components, variables, and tokenization to enhance the effectiveness of the design system ensuring consistency, usability, and scalability. Collaborating closely with brand teams, development teams, and design system designers to continuously refine design system strategy and workflow. Creating comprehensive design system documentation for effective communication with cross-functional teams.

UI Designer

Designed Electric Vehicle (EV) user interfaces, defined layouts and workflow of screens. Created prototypes for user testing.

User Interface Designer | Kyyba Inc. at Stellantis | Farmington Hills, MI | Nov 2020 – March 2023

Developed intuitive user experiences and interfaces for car-connected mobile applications.

Collaborated with UX researchers to leverage insights and integrate them into next-generation products.

Produced prototypes for user testing to refine product functionality.

Established design patterns and UX guidelines to ensure consistency across products.

Designed components for car-connected mobile applications.

Engaged in co-creation activities within the design team to enhance product usability.

Crafted user flows for seamless navigation within the screens for cross functional teams.

Iteratively improved existing features through thoughtful design solutions.

Worked closely with product and development teams to deliver design specifications ready for implementation.

UX/UI Designer | FightPandemics | Dover, DE | Aug 2020 – Nov 2020

Designed graphic user interface elements, including menus, tabs, forms, and widgets.

Conceptualized, recommended, and implemented design changes, content enhancements, and website/mobile layout adjustments, with a focus on future community-building initiatives. Developed UI/UX concepts with a mobile-first approach, subsequently adapting them for desktop platforms. Planned and executed user research and A/B tests to optimize user engagement and inform interface enhancements. Participated in and led all stages of development for user interface projects, from idea conception and wireframing to prototyping, design, and implementation. Collaborated closely with product and technical teams to deliver hypothesis-driven designs and coding aimed at enhancing the user interface.

Research Assistant | College for Creative Studies | Detroit, MI | Jan 2019 – May 2020

Participated in product design studio classes and actively contributed to student project critique sessions. Organized weekly appointments for one-on-one student meetings to provide guidance and support. Compiled a summary book of student projects for review and documentation purposes. Collaborated with the department's chair professor to develop weekly course plans and ensure alignment with learning objectives.

Product Designer | Tragen Kitchen Appliances (ESALBA) | Turkey | Dec 2016 – Aug 2018

Completed 30+ kitchen appliance design projects, meeting OEM customer specifications and exceeding 100,000 units annually in European, Middle Eastern, and American markets. Used Illustrator, Photoshop, Figma, and Adobe XD to create prototypes and deliver comprehensive design packages. Engaged in brand management, new product planning, and UX research activities. Led design processes from briefing to implementation. Played a key role in user research, including lab and usability testing, to gather customer data. Collaborated with marketing and engineering teams to validate ongoing projects. Contributed to website component development to improve digital communication with enterprise-level customers.

Product Designer | Candy Group Hoover | Turkey | Dec 2015 – Dec 2016

Designed user interfaces for LED screens and 7-segment screens of built-in ovens. Led user testing processes for initial design concepts prior to handoff to engineering teams. Contributed to government-incentivized innovation projects aimed at enhancing cooking experiences. Visualized initial concepts in ideation sessions to aid research teams in articulating data and ideas. Collaborated with cross-functional partners to inspire and lead engineering team members with user experience principles. Prepared information architectures for kitchen appliance components to enhance communication across departments and ensure project transparency. Created documentation of design processes, from research to product line, using visual presentations and information graphics to keep team leaders informed.

Product Designer | Freelance | Turkey | Jul 2014 – Dec 2015

Engaged in product design and brand identity projects in Turkey.
Assisted local small businesses in enhancing brand recognition through innovative products and new branding language to stand out in competitive markets.
Generated social media content for regular campaigns aimed at promoting local manufacturers' products and brands.

Product Designer, Intern | Kilittasi Design | Turkey | May 2013 – Aug 2013

Conducting trend research on consumer products.
Creating motion design and showreel videos for new design projects.

EDUCATION

College for Creative Studies | Detroit, MI | May 2020

Master of Fine Arts in Integrated Design

Anadolu University | Turkey | Jan 2018

Associate's Degree in Brand Communications

Anadolu University | Turkey | Jun 2014

Bachelor of Arts in Industrial Design

SKILLS

Design Systems, Product Design, Service Design, User Experience Design, User Interface Design, UX Research, Wireframes, Sketching, Design Thinking, Strategic Problem Solving, User Centered Design, Design Development, Product Development, Product Management, Interaction Design, Graphic Design, Motion Design, Agile Methods

TOOLS

Adobe Creative Suite (Photoshop, Illustrator, Indesign, After Effects, Premiere), Zeplin, Jira, Mural, Abstract, Overflow, 3D tools (Rhinceros 3D, Solidworks), Sketch App, Adobe XD, Microsoft Office (Word, Excel, Powerpoint), Keyshot, Basic knowledge on HTML, CSS, Javascript), 3D Animation, Figma

ACHIEVEMENTS

- **IDA Design Awards**, Bronze Award- Home Appliances Category, 2019
- **IMMIB Industrial Design Awards**, 2nd Place, 2017

- **IF Design Talent Awards**, International, Shortlist 300, 2016
- **BKG Cultural Product Design Competition**, 3rd Place, 2015
- **Cardboard Packaging & Stand Design Competition**, 2nd Place, 2014
- **WPO Student, International Packaging Design Award**, Worldwide Winner, 2013
- **Mosder Furniture Design Competition**, 1st Place, 2013
- **Yurtbay Ceramic Tile Design Competition**, 3rd Place, 2013
- **IMMIB Industrial Design Awards**, 3rd Place-Household Appliances Category, 2013
- **Turkey Ministry of Economy**, Full Scholarship, 2018