

GULCE GUMUSDERE

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EDUCATION

Masters in Interaction Design

Domus Academy Milano 2019 - 2020

Grade : 108/110

Bachelors in Industrial Design

TOBB UET 2014 - 2019

1st of the Department / 3rd of the Faculty

Grade : 3.68/4.00

SKILLS

Rapid Prototyping

Interactive Prototyping

Information Architecture

Usability Studies

Teamwork & Management

Problem Solving

Uplifting approach

SCRUM + Agile

Figma, Adobe Xd, Axure, Sketch

Aftereffects, Invision, Spline

AWARDS

Design Turkey 2018

Concept Design Award

Coding Toy

IMMIB Industrial Design Competition 2017

2nd Price & Scholarship to Study Abroad

Healthcare Assistant

EXPERIENCE

UX/UI Designer | ASELSAN

February 2021 - Current, Ankara

- Led the product design for web based Air Command Control System
- Task based & semi structured interviews, scenario definitions, conduct usability testings have been done.
- Created and maintained design system from scratch
- Collaboration with, system engineers, external GIS company, FE-BE developers and project managers. Using agile methods
- User observation was made in Azerbaijan. Took part in the initial setup of the system.
- Led the product and interaction design for a wearable exoskeleton's system architecture and smartwatch design.
- Delivered a product usage scenario and system architecture with design documentation and interactive prototypes

Freelance Designer | Measure Technology

March 2021 - Current, Remote, Canada

- Two different concepts are designed for outdoor autonomous delivery robots
- The smart cryptocurrency controller "CoinTickr" journey map, people, interface design and product design were made
- A/B testing was performed on four different websites for four various concepts.
- A card holder design has been made where the visibility of workplace identity cards can be decided by the user
- A toy design and user flow for children to learn language by camera detection
- During the projects, UX methods have been used. Such as persona, customer journey, moodboard

Interaction Designer | Innovation by Design

July - September 2020, Remote, Milano

- 40 different emotional states were researched and design boards were created to describe these emotional states
- The emotions defined by material, sound, light, sense etc.
- A silicon token and AR character design was made for a project developed to popularize blood donation.
- Collaborated with UX designers and developer