

**Aytaç Aykaç** UX/UI Designer & Architect I'm Aytaç Aykaç, a UX/UI Designer who started thinking about design while studying architecture. One of my greatest achievements during my **solid human-centered design education** was being able to **design the human experience**. As a designer who cares about **human-product interaction** and the human experience in that interaction, I am more interested in working with digital products. So, I'm developing my skills in the field of UX/UI.

To see my portfolio please visit www.aytacaykac.com

#### Contact

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#### Skills

User Interface User Research User Persona User Journey Map User Flow Low & High Fidelity Wireframe Low & High Fidelity Prototype Mockup Design

#### Tools

Figma Adobe XD Adobe Photoshop Adobe Illustrator Rhinoceros 3D Lumion 3D Rendering Autocad Revit

#### Languages

English Turkish German (beginner)

# **Education**

Bachelor of Architecture Middle East Technical University 100% English Education

2017-2022

## Experience

| <b>ODesigner</b><br>Altunkeser Architecture | SEP 2021-JUL 2022 |
|---|-------------------|
| ODesign Intern<br>Altunkeser Architecture   | JUL 2021-SEP 2021 |
| <b>O Architectural Intern</b><br>YDA Group  | JUL 2019-SEP 2019 |
| <b>OIntern</b><br>METU Internship Program   | JUL 2018-AUG 2018 |

### Certificates

| Start the UX Design Process:<br>Empathize,Define, and Ideate<br>Google   | 2022 |
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| Foundations of User Experience (UX)<br>Design<br><b>Google</b>           | 2022 |
| Build Wireframes and Low-Fidelity<br>Prototypes<br><b>Google</b>         | 2022 |
| Create High-Fidelity Designs and<br>Prototypes in Figma<br><b>Google</b> | 2022 |