

Oğuzhan Özcan

User Experience / User Interface Designer

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About me

I am a self-taught UX / UI Designer who enjoys iterating frequently to improve human-computer interaction and delivering end-to-end software solutions. I enjoy solving problems using inspiration from my personal interests in various mediums. Throughout my career, I've had the opportunity to work on all aspects of user experience and interface design. Aside from my design abilities, I am quite capable of comprehending the fundamentals of the front-end environment.

Work Experience

UX / UI Designer, enocta

June 2020 to Present

- Designing the experience and interface for the enocta learning experience platform as part of an agile dev team.
- Conducting research, user interviews and user testing.
- Improving the design of enocta's mobile app emobil+.
- Within the enocta Sustainability Committee, I am researching and implementing ESG principles for enocta products.

Freelance Graphic Designer

December 2018 to June 2020

- Designing brand, print motion and social media assets.
- Learning introductory level UX and UI knowledge.

Graphic Designer, flatart Digital Agency

February 2018 to December 2018

- Designing brand, print and social media assets.
- Video editing and motion design for flatart's SaaS product, Popupsmart.
- Designing basic level UI for both agency clients and Popupsmart.

Student Assistant, Middle East Technical University

February 2017 to January 2018

- Designing digital and print assets for Dept. of Chemistry.
- Developing department's website with using basic front-end tools (HTML5, CSS3 and JS).
- Delivering IT solutions to departmental staff.

Education

Physics (BSc), Middle East Technical University

University drop out – September 2011 to January 2018

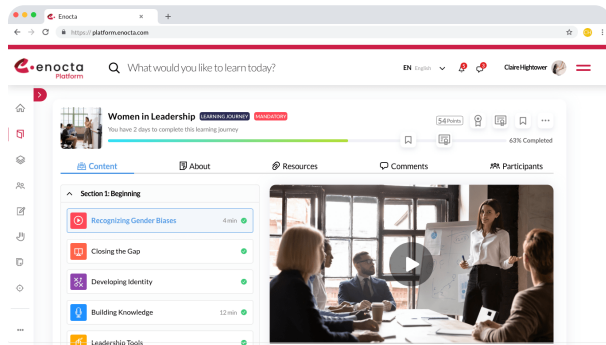
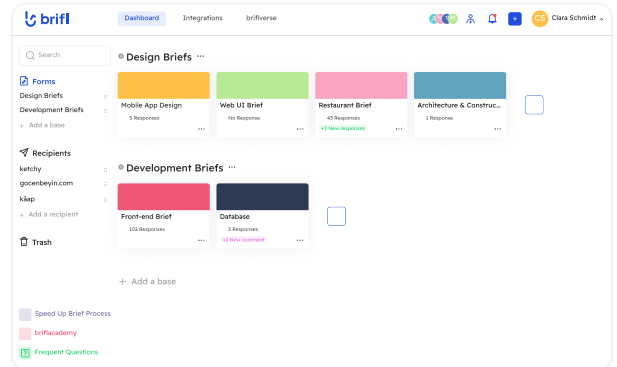
- After studying one year English Prep-School, I studied Physics with specialization on solar energy and decided to drop out when I was a senior student.

Works

Please visit idesignuix.com for more details.



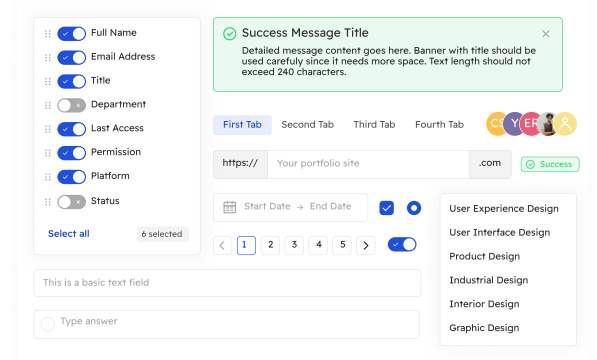
brifl is an open-source, collaborative form building tool for creators across all disciplines such as designers, developers, illustrators, content writers, photographers, etc.



enocta LXP is a B2B online learning platform that streamlines corporate academy's digital transformation process in which owners can plan, monitor and report their partners' or vendors' training and development processes.

brifl Design System

brifl design system is the main UI library, allowing brifl developers and designers to maintain a consistent and high-quality product.



You can find me on

