

Serhan Yılmaz

UI/UX Designer with a *Computer Engineering Mindset*

As a UI/UX designer with a computer engineering degree, I actively contribute to research, design, prototyping and testing processes to deliver modern, user-focused solutions.

EXPERIENCE

Menulux Software Company, Marketing and Design Dept. - *UI/UX Designer* 2026

I measurably improved the user experience in new projects by conducting usability analyses of existing kiosk systems and collaborating with my teammates.

PAY Youth Association, Digital Works Dept. - *Volunteer Designer* 2023

I contributed to social media visuals and corporate identity projects, supporting the establishment of visual standards within the team.

Municipality of İzmit, Software and Automation Dept. - *Intern Engineer* 2022

I took part in front-end development and interface design processes. During this period, I gained knowledge about user experience and strengthened my perspective.

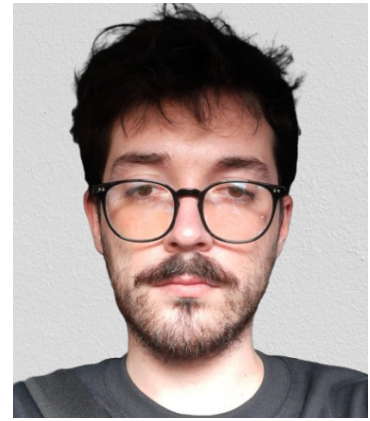
EDUCATION

2024 **Bartın University**, Merkez/Bartın - *Computer Engineering*

2018 **Private Uğur High School**, İzmit/Kocaeli

COURSES AND WORKSHOPS

- **Prompt Engineering**, BTK Academy
- **Affinity Designer Graphic Design Course**, Adem Karaaslan
- **Foundations of User Experience (UX) Design**, Google Coursera
- **UX/UI Design Course - Case Study Workshop**, UserGets
- **Mobile Application Design With Figma**, Ferdi Çıldız
- **Basic HTML and CSS**, Udemy
- **Problem Solving Techniques**, Municipality of İzmit
- **KVKK (Personal Data Protection Law)**, Municipality of İzmit



portfolio: serhanyilmaz.work
(+90) 543 916 35 29
serhanyilmaz0013@gmail.com

SKILLS

Mobile - Web Design

Responsive Design

Auto-layout

Wireframing - Prototyping

User Centered Design

TOOLS

Figma Advanced

Framer Intermediate

Sketch Intermediate

Adobe Beginner

Affinity Beginner

I also use Miro and AI programs such as ChatGPT, Firefly etc.

LANGUAGES

Turkish Native

English Intermediate (B1) - Certified

REFERENCES

Aslıhan ŞAHAN - Computer Engineer

+90 546 617 16 82

asli.sahan@izmit.bel.tr