



Güney Güner

UX/UI DESIGNER

Contact

+34 663 498 432

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Barcelona, Spain

[Portfolio](#) | [LinkedIn](#)

Accomplishments

Ethics by Design 2024 Conference | Łukasiewicz - ITECH

Presented my Master's thesis, named Ethics of Interaction Design. Learn more [here](#).

OCTOBER, 2024

Certified Professional for Usability and UX Design

issued by UXQCC

JULY, 2021

NordDesign 2018 Conference

Co-authored and presented a conference paper which got published on The Design Society. Read [here](#).

AUGUST, 2018

Skills

Figma, Sketch, Balsamiq, Adobe CC (XD, Photoshop, Illustrator, InDesign, After Effects), Framer, Wordpress, Keyshot, Rhino 3D, CSS, HTML, Design Thinking, User Research, A/B Testing, Lysnna, Usability Testing, UI Prototyping, Wireframing, Communication, Teamwork, Design Systems, Canva

Languages

English (C2), Turkish (C2), German (B1), Spanish (B1), Catalan (A1)

Profile

As a motivated and experienced UX/UI designer, I blend creativity and user-centricity to craft seamless experiences. With a keen eye for detail and a commitment to user satisfaction, I am dedicated to changing lives for the good.

Experience

Freelance UX/UI Designer

APRIL, 2023 – PRESENT

- Working on personal and client based UX/UI projects from Barcelona.
- Design and development of SOS Academy website for the NGO MEDAK.
- Redesign of health platform MOOCI's website with user experience in mind.

Graphic Designer, Graz University of Medicine

OCTOBER, 2022 – MARCH, 2023

- Worked with Graz University of Medicine in the development of graphic assets. These assets were for scholarly publications, effectively translating complex medical research into engaging visual narratives.
- Managed multiple projects simultaneously, meeting tight deadlines and delivering two times faster than planned.
- The design work contributed to the overall readability and impact of the university's three academic publications.

Content Manager, FestEvo

SEPTEMBER, 2019 – JANUARY, 2020

- Managed X Fest's Instagram and Facebook, creating content using Photoshop, Illustrator, Canva, driving follower count up 40%.
- Crafted user-centric visual assets, boosting festival engagement by 60%, including pamphlets, posters, banners, and more.
- Had a role in enhancing the festival's website, focusing on navigation and layout for an optimal UX which resulted in 1.5 times higher ticket sales.

Industrial Design Intern, Öztiryakiler

JUNE, 2018 – JULY, 2018

Industrial Design Intern, Kuray Display

AUGUST, 2017 – SEPTEMBER, 2017

Personal Project

Evo App

APRIL, 2023

An app concept that combines all the data from smart health devices in one place which can help you gain new healthy habits, track your mood and get insights on your data. Learn more [here](#).

- **Methodology:** Used Triple Diamond method.
- **User Focus:** Conducted user research, created personas, and user journeys.
- **Design:** Done wireframing for UI and used Figma for high-fidelity prototypes.

Education

MA in Interaction Design, FH Joanneum University of Applied Sciences

SEPTEMBER, 2020 – SEPTEMBER, 2022

Graduated with Honours.

BSc in Industrial Design, Özyeğin University

SEPTEMBER, 2015 – SEPTEMBER, 2019

Graduated with Honours. GPA: 3.05