

# Bugra Senocak

## Product Designer – UI/UX

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### Professional Summary

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Product Designer with experience creating user-centered web and mobile products across different industries. Skilled in end-to-end product design, including user research, user flows, wireframing, prototyping, high-fidelity UI, responsive design, and design systems. Experienced in designing landing pages, web and mobile product interfaces, dashboards, and data-driven interfaces, while building scalable component libraries and collaborating with product and engineering teams to deliver clear and consistent digital experiences.

### Work Experience

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#### Globetech — Product Designer | January 2026 – Present

- Design end-to-end user experiences for complex web platforms, from user flows and wireframes to interactive prototypes and high-fidelity UI designs.
- Design data-driven dashboards, GIS and map-based interfaces, analysis screens, and reporting experiences that simplify complex information.
- Build and maintain scalable design systems and reusable component libraries in Figma, including components, variants, states, typography, spacing, and UI patterns.
- Create responsive web interfaces and maintain consistent user experiences across different screens, modules, and product workflows.
- Collaborate with product, engineering, and business stakeholders to turn requirements and feedback into practical product solutions, supporting product interface implementation through design specifications, developer handoff, and design QA.

#### Artiox — Product Designer | March 2023 – December 2025

- Led end-to-end UX and UI design for Artiox web and mobile apps, covering user research, user flows, wireframes, prototypes, and final UI.
- Defined UI patterns and interaction structures for the auction platform, including listing and detail pages, supporting the catalog's growth to ~100 items.
- Designed and built a new landing page in Framer, improving user behavior metrics (lower bounce rate by 35%, higher time on page by 48%) and supporting membership growth.
- Built a design system and branding from scratch, defining design tokens, typography, color palette, and core UI components (buttons, inputs, form fields, dropdown menus, modals, navigation) to improve consistency and handoff.
- Developed reusable marketing templates and guidelines for the marketing team, making social media posts more consistent and speeding up content production across teams.

#### Atlas Space — UI/UX Designer | Jan 2023 – March 2023

- Set up the UX foundation for a VR-focused application by defining the user flow and wireframing process.
- Implemented a reusable set of UI components (variants and states) to keep visual and interaction patterns consistent across the product.
- Prepared and presented UX reports to highlight inconsistencies between the design and the product, improving usability and keeping product and engineering teams on the same page.

# Bugra Senocak

## Product Designer – UI/UX

### Skills

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**Product and UX:** Product Strategy, Product Discovery, User Research, Usability Testing, Information Architecture, User Journey Mapping, User Flows, Wireframing, Prototyping, A/B Testing, Data-Informed Design

**UI and Interaction:** UI Design, Interaction Design, Responsive Design, Visual Design, Dashboard Design, Accessibility, UX Writing, Micro-interactions

**Design Systems:** Design Systems, Component Libraries, Design Tokens, Auto Layout, Variants, Variables, Design QA, Documentation, Design Specifications, Developer Handoff

**Tools:** Figma, Framer, Adobe XD, Photoshop, Illustrator, After Effects, HTML, CSS

### Personal Projects

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#### EzberX (Gamified Learning App)

- Designed the end-to-end mobile experience, including onboarding, game interfaces, user flows, and interactive prototypes.
- Created interaction patterns and gamification-focused UI elements to support an engaging learning experience.

#### Hybrid AI (AI-Powered Car Assistant)

- Designed a mobile AI assistant experience, including conversational UI, onboarding flows, recommendations, and dashboard interfaces.
- Structured complex AI-driven information into clear and usable interfaces through user flows and interactive prototypes.

### Education & Languages

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**Education:** Bachelor of Business Administration, Gazi University — 2017 - 2022 | GPA: 3.32/4.00

**Languages:** Turkish (Native), English (B2)