# **ECENUR BACAKSIZLAR** Senior UX/UI Designer · Strategist

#### **KEY PROIECTS**

Professional	telecom	Turkcell, Maya - B2B platform fo
	e-commerce	LC Waikiki, Mobile app, websites
	healthcare	Tekhnelogos, GalenClinic Telerr
	finance	TEB, CEPTETEB, Business & Priv
	gamification	Akbank, Gamified internal tool for
Theses —	insurance	MetLife, Mobile app and website
	storytelling	accessibility urStory (M.Sc - 20
	healthcare	sustainability U-Med (M.Sc - 202

# or staff to access customer data and more (live) s, kiosks, design system (live) nedicine - Mobile app ivate Banking - Web and mobile apps (live) or the bank's employees - Mobile app (live) es (live) **D23),** Tool to connect generations - Mobile App 22), Concept to reduce waste - Mobile App, RVMs

**EXPERIENCE** 

#### Senior UX/UI Designer

# Turkcell Group Company: Atmosware, Türkiye - Remote (Sep 2024 - Present)

Collaborating with different teams to create coherent omnichannel products that enable employees to provide seamless support across various channels (e.g., call center, back-office and branches).

### **Design Consultant**

Freelance (Oct 2023 - Sep 2024)

Worked on digital product development across sectors like healthcare and manufacturing.

#### **UX/UI Design Tutor**

# ReDI School of Digital Integration Malmö, Sweden (Sep 2022 - Jun 2024)

Tutored in-person design courses and workshops, prepped curriculum and mentored students.

#### **UX/UI Researcher & Designer**

#### ASK Consultancy, United Kingdom - Remote (Sep 2021 - Jan 2023)

Shifted to part-time remote support at Foreign Team at LC Waikiki during my master's. Initiated a design system by involving developers and designers. Improved checkout and post-checkout flows, leading to improvements in conversion rates and decrease in cart abandonments.

#### **Customer Experience Specialist**

#### LC Waikiki, Türkiye (Oct 2020 - Aug 2021)

Provided CX and UX/UI design services in retail as a member of a newly established CX Management Team. Guided junior members, introduced new ideas, connected business units and improved design maturity to create user-centred products. Led workshops to enhance digital processes. Optimised return and order flows, navigation, product listing, filtering, personalisation, and more, resulting in improved engagement, task completion, and customer effort scores.

#### **UX** Designer

#### I-AM Istanbul, Türkiye (Nov 2018 - Oct 2020)

Provided design and research services from early stages till release, facilitated discovery and strategy workshops with sectors including healthcare and fintech to develop new concepts. Key Clients: Tekhnelogos, Turkish Economy Bank, MetLife (Gulf Region).

#### **EDUCATION**

M.Sc of Interaction Design, Malmö University, Sweden (Aug 2021 - Jun 2023) Focused on human-computer interactions, participatory design, circular design and research.

B.Sc of Product Design, Istanbul Technical University, Türkiye (Sep 2013 - Aug 2017) Industrial Product Design program with integrated internships and Erasmus semester in Italy.

#### **AWARDS & CERTIFICATES**

Accessibility: How to Design for All Certification, Issued by IDF (Oct, 2023) Distinction: Top 10% Course Taker. WCAG compliance and accessibility testing.

Leapfrogs Scholarship, Issued by Lund University (June, 2023) Awarded for developing an innovative sustainable healthcare concept, U-Med (M.Sc Thesis, 2022).

Carte D'or Packaging Design Competition, Issued by Unilever (2018) Ranked 2nd with a concept focusing on ice-cream sharing.

#### CONTACT

ecenur.bacaksizlar@gmail.com +90 539 431 85 60 Portfolio: ecenurbacaksizlar.com İstanbul / Türkiye

#### **KNOWLEDGE & TOOLS**

Qualitative user research Quantitative user research End-to-end UX/UI and CX design Problem solving Design thinking Business strategy development UX strategy Stakeholder engagement Inclusive design Accessibility (WCAG) Workshop facilitation Usability testing & A/B testing Agile principles and workflow Mentoring / Teaching





#### LANGUAGES

Turkish (Native) English (Fluent) Swedish (Conversational) Italian (Beginner)