FADIME YILMAZ

PRODUCT DESIGNER / UX RESEARCHER

I am a trained academic who loves to research and find solutions to problems. To help companies design the best experience, I leverage my PhD in sociology to study and understand how people think and behave. Persistence and eagerness to learn define me.

CONTACT

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Milford, CT

EDUCATION

UI/UX Design
Springboard
August 2020 - July 2021 (expected)

PhD, Sociology
Istanbul University
Istanbul, Turkey
September 2008 - July 2016

MA, English Language and Literature
Fatih University
Istanbul, Turkey
September 2005 - June 2008

BA, English Language and Literature
Fatih University
Istanbul, Turkey
September 2001 - June 2005

SKILLS

Quantitative / Qualitative Research
User Interviews
User Surveys
Visual Design
Sketching
Wire-framing
Usability Testing
Prototyping
Presentations & Communication

TOOLS

Sketch
Figma
Invision
Miro
Marvelapp

WORK EXPERIENCE

International Summer Courses, UX/UI Designer   April 2021-May 2021
Fort Myers, Florida

• Collaborated with the founders and a team of designers to design both the desktop and mobile versions of the website
• Conducted competitive analyses to establish industry standards
• Created interactive low and high fidelity prototypes for user testing and stakeholder feedback
• Led usability tests and synthesized user insights to refine design
• Communicated UI/UX best practices to business stakeholders by explaining the importance of human-centered design

Fatih University, Instructor   Sep. 2005-June 2016
Istanbul, Turkey

• Planned, prepared, and taught lessons, promoting the general progress and well-being of individual students and groups of students
• Organized and presented various concepts to a wide range of students with varying backgrounds and abilities, and adjusted teaching techniques accordingly
• Assisted in planning and carrying out studies and surveys
• Provided academic advice, counseling, educational guidance, and tutorial support to students

UX PROJECTS

Mysubs - Springboard   March 2021

• Designed an end-to-end mobile app to help users track their subscriptions
• Conducted secondary research, user interviews, competitive analysis
• Created personas, user flows, wireframes
• Created high fidelity screens, built prototypes and conducted usability testing

Savr Recipes - Springboard   Feb. 2021

• Executed a solo 5-day Google Ventures Design Sprint for an app to follow new recipes and cook great meals at home
• Conducted usability tests and encouraged user feedback to iterate on the final product

Moms' Cafe - Springboard   Sep. 2020 - Jan. 2021

• End-to-end creation of the prototype of a social media app for moms
• Conducted user research, and created wireframes
• Built prototypes and conducted usability testing
• Made modifications on prototypes after synthesizing usability test results