



# TUBA OZKAN

Product / UX  
Designer

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## SKILLS

### Software

Expertise in Adobe CC | Sketch  
Invision | Framer.js | Autocad | Rhino  
Sketch Up | Vray | MadMapper

### Methods

User Research | User Test  
Storyboarding | Wireframing  
Prototyping

### Programming

Html | CSS | Javascript  
P5.js | Processing | Node.js  
three.js | Web AR | Unity (AR, VR)

### Physical Computing

IoT | Arduino | Sensors | Raspberry Pi

### Fabrication

3D Printing | Laser Cutting  
Model Making

## EXPERIENCE

### Product & UX Designer (Freelance)

Teknikio | August 2018 / Present

- Working with the design team to ideate, research, prototype and develop new kit concepts, assisting with UI/UX design for Bluebird and other products, working with Lead to research and develop production methods for custom designs, working with the design team to develop instructional materials and/or packaging for kits and projects.

### Adjunct Faculty

Parsons School of Design | August 2018 / Present

- Teaching Physical Computing course at MFA Design and Technology.

### Creative Technology & UX Intern

Havas | June 2018 / August 2018

- Developed concepts and interactive prototypes for client works with a focus on Web and UX Design.

### Designer | Coding and Design Tutor | Teaching Fellow

The New School, Parsons School of Design | July 2017 / May 2018

- Designed diagrams for the new book of John Sharp and Colleen Macklin | Tutored for Computer Programming (Html, CSS, JS) and Adobe CC at Learning Center, assisted students at Physical Computing graduate class | Taught Design course to incoming graduate students during three weeks Summer Bootcamp | Assisted students at 3D Printing and Laser Labs.

### Team Leader (NYC Media Lab Fellow)

Publicis Health, Augmented Reality Startup Bootcamp | June 2017 / July 2017

- Conducted user research and developed a business plan for "WonderLanAR" during 6 weeks Program.

### Designer

Self-Employed | August 2013 / June 2017

- Participated in design competitions with multidisciplinary teams. Designed books, websites and exhibitions. Taught at Design Studios and run design workshops at Istanbul Technical University, Faculty of Design.

A4 Architecture | January 2013 / August 2013

- Designed office interior projects and managed sites during construction. Responsibilities included visualization, making client presentations, site management, drawing 1/20 to 1/1 architectural details.

Emre Arolat Architecture (EAA) | November 2011 / September 2012

- Involved in various projects, Factory Exhibition, Yenikapi Design Competition, Sancaklar Mosque, Zorlu Center Project, as an architect and designer. Responsibilities included video editing, visualization, drawing architectural details, working as a site controller, controlling shop-drawings and finishing details.

## EDUCATION

### Parsons School of Design

Design and Technology, MFA. 2016- 2018, GPA 3.86

### Istanbul Technical University (ITU)

Architectural Design, M.Sci. 2012-2015, GPA 4.00

### Mimar Sinan Fine Art University (MSFAU)

Architecture, B.Arch. 2007-2012, GPA 3.05