

TUBA  
OZKAN

## Product / UX Designer

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## EDUCATION

### Parsons School of Design

Design & Technology MFA 2016-2018

### Istanbul Technical University

Architectural Design M.Sci. 2012-2015

### Mimar Sinan Fine Arts University

Architecture B.Arch. 2007-2012

## SKILLS

### Software

Expertise in Adobe CC  
Sketch | Invision | Framer  
Autocad | Sketch Up

### Methods

User Research | User Testing  
Storyboarding | Wireframing  
Prototyping

### Programming

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

### Physical Computing

IoT | Arduino | Sensors | Raspberry Pi

### Fabrication

3D Printing | Laser Cutting  
Model Making

## EXPERIENCE

### Product / UX Designer

Animoto | April 2019 / Present

- Designing research-driven experiences for Animoto as the product design lead in the Social Videos team, working in close collaboration with motion designers, user researchers, engineers and product managers.

### Product / UX Designer

Teknikio | August 2018 / April 2019

- Worked as the lead designer for the new Stem Education Kit, Paperactive, and consulted UX design process of Bluebird App.

### UX Design & Creative Technology Intern

Havas | June 2018 / August 2018

- Designed and prototyped user experiences for Reach Out & Read's website; made user research, wireframes, and mock-ups; involved in the social campaign ideation process. Designed physical and digital experience of an interactive Aura+Photo Booth. Made research on Web AR.

### UX Design Lead

NYC Media Lab & Publicis Health | June 2017 / August 2017

- Conducted user research and designed user experiences for "WonderLanAR" Augmented Reality Project.

### Visual Designer

Parsons School of Design | September 2017 / March 2018

- Designed visuals for J. Sharp's and C. Macklin's book "Iterate: Ten Lessons on Design and Failure".

### Architectural Designer

A4 Architecture | January 2013 / August 2013

- Designed office interior projects and managed construction sites.

Emre Arolat Architecture | November 2011 / September 2012

- Co-curated Factory Exhibition and edited videos for the exhibition. Prepared renderings for Yenikapi Design Competition. Drew finishing details for Zorlu Center Project.

## TEACHING EXPERIENCE

### Adjunct Faculty

Parsons School of Design | August 2018 / Present

- Teaching UX Prototyping for Augmented Reality course at MFA Design and Technology.

Stevens Institute of Technology | August 2018 / December 2018

- Taught Creative Programming to BFA Visual Art students.

### Coding and Design Tutor

Parsons School of Design | July 2017 / May 2018

- Tutored for Computer Programming (Html, CSS, JS) and Adobe CC at Learning Center, Taught Design course to incoming graduate students during three weeks Summer Bootcamp.

### Teaching Fellow

Istanbul Technical University | August 2013 / June 2017

- Taught Design Studios to first-year students at the Faculty of Design and Architecture.