

# Görkem YILDIZ

Ankara, Turkey | [Contact Phone](#) | [Email](#) | [LinkedIn Profile](#) | [Portfolio](#)

## SUMMARY

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**Senior UI/UX Designer and Developer** with over 8 years of experience, dedicated to crafting digital products that are both visually refined and highly functional. Based in Turkey, I specialize in designing meaningful user experiences and bringing them to life using technologies like React and React Native.

My expertise lies in designing interfaces with purpose and precision, leading design initiatives, and collaborating effectively with cross-functional teams to translate complex user needs into intuitive and engaging digital solutions.

## EXPERIENCE

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**FoF Ankara Leader** at Figma (2024 - Present)

- Leading the Figma Community of Friends chapter in Ankara, fostering local design talent and organizing events to promote design education and collaboration.

**UI/UX Team Leader** at Bul (2023 - Present)

- Overseeing UI/UX design initiatives, guiding a team to deliver cohesive and user-centric digital solutions from concept to implementation.

**UI/UX Designer Instructor** at Kur Akademi (2023 - 2024)

- Educated aspiring designers on fundamental UI/UX principles, industry-standard tools, and best practices through comprehensive training programs.

**Senior UI/UX Designer** at Solution House (2023 - 2024)

- Designed and implemented advanced user interfaces and experiences, contributing to key product development cycles and enhancing user engagement.

**Senior UI/UX Designer** at NextLua (2022 - 2022)

- Contributed to high-level UI/UX strategies and executed complex design projects for various digital platforms, ensuring alignment with business goals.

**UI/UX Designer** at Strajedi (2021 - 2022)

- Created intuitive user interfaces and improved user experiences for a range of digital products, focusing on user-centered design methodologies.

## EDUCATION

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- **Atatürk University** – Associate Degree in Computer Programming  
Erzurum, Turkey

## SKILLS

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- **UI/UX Design:** User Interface (UI) Design, User Experience (UX) Design, Wireframing, Prototyping, Usability Testing, User Research, Information Architecture, Interaction Design, Design Systems, Responsive Design.

- **Development:** Front-end Development, React, React Native, HTML, CSS, JavaScript.
- **Tools:** Figma, Adobe Creative Suite (e.g., Photoshop, Illustrator), Sketch, Zeplin.
- **Methodologies:** Design Thinking, Agile Methodologies, Lean UX, User-Centered Design.
- **Soft Skills:** Team Leadership, Mentorship, Communication, Collaboration, Problem Solving, Product Strategy.

## PROJECTS

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### Publications & Thought Leadership:

- **Rabona Tunnel:** Your Localhost's Secure Gateway to the World
- **Nasıl UI/UX Designer Olurum?** (How to become a UI/UX Designer?)
- **Temel Tasarım Prensipleri (UI/UX)** (Basic Design Principles (UI/UX))
- **1997-2021 Ödüllü Web Siteleri** (1997-2021 Award-Winning Websites)
- **UI Design Nedir? UI Designer Olmak İçin Gereken Yetkinlikler ve Kariyer Yolları** (What is UI Design? Skills and Career Paths to Become a UI Designer)