

Doruk Demircioglu

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Interests

Design Fields

- co-Design & systems thinking
- Mixed-methods
- Sustainable systems
- Accessibility
- Human-computer interaction

Digital product designer based in Sydney 🇦🇺
focused on building inclusive & accessible products.

I love funk, jazz, soul, my cat, documentary photography,
art-house, crafty food & 90's basketball. 🐱 🏀

Tools & Frameworks

Visual Design

Sketch, Figma, Adobe XD,
Ps, Ai, Pr, Ae, Id

Prototyping & Testing

ProtoPie, Principle, Framer,
Max/MSP, Unity, Maze,
Smartlook

Design System & Documentation

Zeplin, zeroheight, DSM,
Confluence

3D Modelling

Maya, Fusion360, Cinema4D

Software Development

Arduino programming,
HTML, CSS, JS
React, p5.js

Senior UX Designer, Antler VC

Sydney, Australia

Dec 2019 - present

- Design system and product design of the
open-source project: *firetable.io*

- *Founder Hub, Antler Fusion* and *antler.co* redesign
- User research: Antler Team and founders globally.
- Coaching sessions for portfolio companies
- Co-design & ideation, IA, journey mapping,
designing for accessibility, usability testing
- Remote design learning activities for the team

UX Designer, 2hats

Sydney, Australia

May 2018 - Dec 2018

- Research (Interviews, practice-based research)
- Journey mapping, stakeholder mapping, value
prop. canvas
- Client portal (CRM system, dashboard)
- Usability testing studies, onboarding stages

Product Designer, Strafe

Stockholm, Sweden

May 2018 - Jul 2018

- Remote user research and usability testing
- Designed friends functionality & gamified
leaderboard
- Interaction design of voting module

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Languages

English (TOEFL-iBT: 104)
Turkish (Native)
Italian ("La Sapienza", Upper Int.)
Swedish (Folkuniversitetet C)

Projects & Activities

Zoetic Sessions

Swedish Consulate, Istanbul & Södra Teatern, Stockholm
Accompanied jazz drummer Robert M. Ikiz with digital live-illustrations

"Project Bir"

Teater Tre, Stockholm
Generated-live visuals, with Kinect-based motion tracking & 3D depth scanning

Photography & Social Documentary

– Sojourn Journal vol.19 Publication and Exhibition at The University of Texas at Dallas, USA
– Figures of Forgotten Speech (UFAT photography festival, guest lecturer at multiple universities)
– DEFOT: Dark-room Instructor

Engineering Table Tennis Team

Never won a cup, but loved the game dearly
– 2nd & 3rd in University tournaments

Co-founder & Designer, Streetkäk

Sydney, Australia

Feb 2014 - Jun 2018

- User research, prototyping, usability studies
- UX & UI design of mobile Apps (iOS & Android)
- Digital product design, digital and physical marketing and communication collaterals

Product Designer, Keyflow

Stockholm, Sweden

May 2015 - May 2018

- UX, Digital Product: Keyflow & Keyflow Business iOS, Android & Web, usability testing, prototyping
- Digital marketing visuals, prints, e-mail design
- Visual design of business presentations

Master of Design, UNSW

Interaction Design, High Distinction

2018 - 2020

- Dean's List (all semesters)

Projects: co-design, play, embodied interactions, wearables, 3D modelling, human centred design

M.Sc, Chalmers University of Technology

Materials Science and Nanotechnology

2009 - 2011

B.Eng, Ege University & Rome "La Sapienza"

Chemical Engineering

2003 - 2008