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Selin Oner

UI/UX [Product] Designer | San Francisco

Experience

UI/UX Designer Intern Walter P Moore

Engineering consultant firm developing ML engineering platforms for design efficiency.

July 2024 - Present | Remote

- Working on 4+ ML projects to improve information architecture and UI.
- Creating a global design system to have cohesive design language.

Product Designer Freelance

Cylerian : CyberSecurity | Spread Goodness : Inspiring Kids to Share Acts of Kindness.

September 2023 - Present | Remote

- **At Cylerian,** I collaborated with front-end developers to create wireframes to enhance information architecture for customer needs.
- **At Spread Goodness**, I lead a UI/UX mentorship program for Cal Poly students, teaching Figma and UI/UX Design.
- Managed the project using agile development and created a responsive design system for efficiency and quality.
- Redesigned the website for mobile and tablet, incorporating a kid-friendly aesthetic, increasing interest by 56% after sketching, wireframing, and prototyping.

Lead Product Designer Nomie

Inspiring Community College Students to Connect Through Games

January - March 2024 | Remote

- Increased dashboard retention by 60% with a simpler user flow during onboarding.
- Collaborated with UX designers, product manager, and front-end team using agile framework for quality delivery.
- Attracted teachers by upgrading to user-friendly branding and creating an expandable design system.
- Designed a journal customization flow with 93% NPS for a responsive site using Figma and multiple user testing rounds.

Architectural Designer Dreyfuss + Blackford

Healthcare, Construction, Residential & Education

July 2022 - June 2023 | San Francisco, CA

- Designed interior design solutions to address technical and budget constraints.
- Created presentations to display various design options for clients.
- Developed 3D models and rendered them for marketing purposes.
- Conducted punch walks in construction projects within cross-functional teams.
- Worked on documents for the construction and schematic design phases.

About

With 2 years of experience in architectural design, I developed my skills to create functional and appealing design solutions by analyzing user needs, environmental factors, and resources.

Education

Cal Poly SLO
B.Architecture | 2022
APX | Professional Director

Springboard
UI/UX Design | 2024

Skills

UX/UI Design
User Research
Usability Testing
Design Systems
Wireframing
Illustration & Branding
Sketching
Rapid Prototyping
Information Architecture
Product Thinking/Strategy

Tools

2D
Adobe Illustrator
Photoshop
Indesign
Figma & Figjam
Webflow
Miro

3D
Rhino
Blender
Revit
Lumion & Enscape
Cinema 4D