Selin Oner

Product Designer & 3D Artist

Experience

Lead Product Designer Nomie

January 2024 - Present | Remote

- Increased the dashboard retention rate by 40% by implementing a robust dashboard design that simplifies the user flow during onboarding.
- Collaborated with other UX designers, the product manager and the front-end engineering team using the agile development framework to ensure a quality delivery.
- Attracted teacher audience through upgrading to a more user-friendly branding and creating an expandable design system that aligns with the new brand guide.
- Designed a journal customization user flow with 93% NPS for a responsive website using Figma through 3+ rounds of user testing, sketching, wire-framing, and prototyping.

Product Designer Freelance

September 2023 - Present | Remote

- Initiated an MVP project enabling K-8 students to share acts of kindness with loved ones, sparking interest in five schools in the California Central Coast Area.
- Leading a UI/UX mentorship program for Cal Poly computer science students, teaching Figma and UI/UX agile development to boost productivity.
- Managed the project using the agile development framework and created a responsive design system to ensure efficiency and quality delivery within the development and UX teams.
- Redesigned the website fo mobile and tablet device adaptability, incorporating a kid-friendly aesthetic. This redesign increased the company's interest by 56% after 2+ rounds of sketching, wireframing, and prototyping.

Education

Springboard Bootcamp   UI/UX Certificate

2023 | Remote

- Completed 700+ hours of hands-on coursework & 4 in-depth portfolio projects.
- Mastered skills in information architecture, sketching and wireframing, and prototyping
- Conducted user testing for in-school projects to gain clear insights.

Cal Poly, SLO Bachelor of Architecture

Class of 2022 | San Luis Obispo, CA

- Ranked Top 5 Architecture School in the Nation
- Alpha Rho Chi, Professional Director of Social & Professional Events
- Dean's List Honoree

About

In both Architecture and UX careers, I developed my skills to create functional and appealing design solutions by analyzing user needs, environmental factors, and resources.

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in /selinemineoner

🌐 seorangee.com

Skills

UX/UI Design
User Research
Usability Testing
Design Systems
Wireframing
Illustration & Branding
HTML/CSS
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