

Selin Oner

Product Designer & 3D Artist

Experience

Lead Product Designer **Nomie**

January 2024 - Present | Remote

- Coordinated user testing, user flow & prototyping phases within the design team
- Worked on optimizing the teacher & student user dashboard
- Focused on gamifying learning experiences to engage students more effectively
- Achieved 100% user and client satisfaction through user testing

Product Designer **Freelance**

September 2023 - Present | Remote

- Developing MVPs for cybersecurity & ed-tech startups within a cross-functional team
- Creating responsive design with a comprehensive UI design guide that included typography, color, grid, and component libraries
- Leading mentorship program within Cal Poly students for UI/UX Design
- Developed High-Fidelity IOS & Desktop mockups for e-commerce & architecture fields
- Achieved at least 75% user satisfaction or an increase in usability satisfaction

Designer **Dreyfuss + Blackford**

July 2022 - 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

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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🌐 [/selinemineoner](https://www.linkedin.com/in/selinemineoner)

🌐 seorangee.com

Skills

UX/UI Design
User Research
Usability Testing
Design Systems
Wireframing
Illustration & Branding
Sketching & Photography
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