



Seymen Şimşek

Product Designer

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I'm a Product Designer who enjoys working across different areas of product design. I focus on turning complex needs into simpler, clearer, and more visually refined digital experiences. I enjoy being involved throughout the end-to-end product process, from the initial idea to launch, and contributing at different stages along the way.

SKILLS

Design: Product Design, UI Design, Web Design, Dashboard Design, Mobile App Design, Prototyping, Coded Prototyping, Competitor Research, Redesign, Motion Design, AI-assisted Workflows

Tools: Figma, Adobe Photoshop, Adobe Illustrator, Jitter, LottieFiles, Miro, Claude Code, Codex, Vercel

WORK EXPERIENCE

UX/UI Designer at Loodos

Jun 2025 – Present

Full Time · Istanbul, Turkey

At Loodos, I worked on the product and web experiences of **Enliq**, a **B2B SaaS marketing automation platform**. Enliq helps brands manage their marketing automation processes more efficiently through a unified dashboard and can be offered to different customers. It is actively used by brands such as **A101, Vodafone, Kahve Dünyası, and SunExpress**. I contributed to Enliq's dashboard experience by **adding new modules, improving user flows, refining the UI**, and making additions/updates to the existing **design system**. I also worked on the Loodos website, as well as **mobile and web experience design** processes across different projects, social media post designs, and video/animation content created using Jitter.

Projects

- Enliq Backoffice Dashboard & Website (B2B)
- ESG Matrix — AI-Powered Sustainability Reporting System
- Loopi — In-App Story Management Module
- Kahve Dünyası Ice Cream Landing Page

UX/UI Designer at LuckyEye

Nov 2023 – Jun 2025

Full Time · Istanbul, Turkey

At LuckyEye, I worked on **website design, social media post design, and video/animation production** for various brands. Depending on project needs, I contributed to projects **from scratch, redesigns, and ongoing improvements**; in some cases, I also prepared **moodboards and branding** work. Additionally, I created **print designs**, contributing to both digital and offline brand materials.

Projects

- Şans Restaurant Website Redesign & Social Media Visual Design
- Sabancı Sustainability Report 2024 Website Design Project
- Temsa Website Design Project
- Mespa Website Design Project
- CFN Kimya Website Design Project
- beegoddess Blog Website Design Project
- Entegre Raporlama Derneği Türkiye (ERTA) Social Media Post Design

Jr. UX/UI Designer at Devbase

Sep 2022 – May 2023

Full Time · Istanbul, Turkey

At Devbase, I focused on **2D game interface design** in **mobile game development**. I contributed significantly to the creation of 2D interfaces for two games, **Slotbase and Blackjack**, designing experiences aimed at enhancing the visual quality of the games.

Projects

- Slotbase
- Blackjack 21

EDUCATION

Graphic Design

Istanbul University

2025 – Present

CERTIFICATIONS

UX Research

Üretimhane

Mar 2025

Data Driven Product Design: UX Research Training

UXR Playground

Feb 2025

TEACHING EXPERIENCE

Instructor at Brick Institute

Oct 2026

Training: What Gets Lost When Design Turns Into Code? Automated QA with AI

Delivered my first training at Brick Institute on October 15, 2026. Covered the visual, structural, and semantic differences between design and development, and how they can be detected using AI together with a skill covering this scope. Ran a live demo comparing Figma designs with developed screens.

LANGUAGES

Turkish (Native) · English (Beginner)