Osman Onat Alicik

UI/UX Designer
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About

Driven UI/UX Designer with a proven track record of creating user-centric interfaces that elevate digital experiences. Redesigned the onboarding process at FlamyFish Studios, leading to improved user engagement, increased accessebility and improved user satisfaction. Skilled in UI/UX best practices, user research, and prototyping. Driven to create intuitive solutions that empower users.

Key Skills

- **Soft skills:** Independent and team player, iterative designer, effective feedbacks, UI/UX design principles.

- **Hard skills:** Figma, XD, Adobe Photoshop, Illustrator, After Effects.

- **Languages:** English (Fluent), Turkish (Native), Swedish (Basic).

Work Experience

UI/UX Designer, FlamyFish Studios | January 2024 – Present *(7 months)*
- Produced a thorough user experience analysis report for the current project, highlighting key insights and offering actionable recommendations for improvement.
- Created wireframe designs and delivered prototypes tailored to the user profile and target audience, ensuring that the final product met user needs and preferences.
- Designed intuitive user interfaces to enhance user experience and engagement, showcasing creativity and innovation in every aspect of the design process.
- Enhanced teamwork and communication skills by actively collaborating with a cross-functional team to align and reconcile the organization's long-range strategic plan.

UI/UX Designer Intern, Imagindar | January 2024 – Present *(7 months)*
- Delivered comprehensive GUX design analysis reports, demonstrating a meticulous approach and keen attention to detail in evaluating user experience.
- Collaborated extensively with developers, ensuring seamless integration of design concepts with technical implementation.
- Developed user research, created detailed wireframes, and designed interactive prototypes to guide the user experience design process.

Graphic Designer, Freelance | February 2021 – February 2023 *(2 years)*
- Collaborated with indie game developers to create cohesive visual elements that aligned with the game's overall design.
- Created character concept arts and 3D character models, demonstrating a unique and creative approach to design.
- Built and rendered 3D prop and environment models, showcasing technical skills and attention to detail.
- Delivered graphic designs to clients for social media posts, ensuring clear communication to meet their specific needs and preferences.

Graphic Designer, Demo Ajans | November 2020 – February 2021 *(3 Months)*
- Delivered custom social media designs for various clients, utilizing Adobe Creative Suite to create visually engaging content.

- Conceptualized and developed 3D company characters and designs for special events, showcasing proficiency in 3D modeling software such as Blender and Maya.

Education

MA: Games User Experience | University of Skövde| August 2023 – Present
Developed comprehensive knowledge in various aspects of games user interface and experience design, game design methodologies, expert analyses, and advanced research skills. Collaborated with a local game studio as part of a team of GUX students, gaining hands-on experience in a real-world development environment.

BA: Animation and Game Design ׀ Eastern Mediterranean University | September 2018 – March 2022
Acquired proficiency in a wide range of industry-standard software for 2D, 3D, animation, and VFX. Gained indepth knowledge of workflow processes commonly used in computer animation and video game development.

Anatolian Fine Arts High School | September 2014 – July 2018
Acquired extensive knowledge of foundational concepts in fine arts, including color theory, lighting techniques, and principles of composition through formal academic study. Gained proficiency in employing advanced lighting techniques to enhance the depth, contrast, and mood of various art pieces.

Projects

Applied Game User Experience׀Angry Demon Studios׀University of Skövde ׀ 2023
Spearheaded UX design for "Gori Cuddly Carnage," leading a team of student designers to refine gameplay through conducting comprehensive playtesting and collaborative feedback analysis. This involved strong teamwork coordination with communication skills and adjusting to diverse circumstances and demands.

Achievements & Certificates

Honour Certificates**:** BA Animation and Game Design
Honour - 2018/19
High Honour - 2018/19
Honour - 2019/20
Graduation High Honour - 2021/22

Udemy:
Figma UI UX Design Essentials
Motion Design with Figma: Animations, Motion Graphic, UX/UI
Complete Web & Mobile Designer: UI/UX, Figma +more