



# IDIL KALE

Product Designer | UI/UX Designer | Human-Computer Interaction

## CONTACT & PORTFOLIO

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## SUMMARY

Product Designer with a dual background in Computer Science and Visual Communication Design, currently pursuing a Master's degree in Human-Computer Interaction at Arizona State University. Experienced in end-to-end UX design processes including user research, wireframing, prototyping, usability testing, and accessibility evaluation and compliance. Strong interest in Human-AI Interaction and in designing clear, usable interfaces for complex and emerging technology contexts. Skilled in translating research insights into practical design solutions that improve usability, efficiency, and user satisfaction outcomes.

## TECHNICAL SKILLS

### DESIGN & PROTOTYPING

Figma, Adobe Illustrator, Photoshop, InDesign, After Effects, Lightroom, Miro

### FRONTEND & DEVELOPMENT

HTML, CSS, JavaScript, React, Next.js, Python, Java, C++, Git, GitHub

### UX & RESEARCH

User Research, Usability Testing, Heuristic Evaluation, Information Architecture, Accessibility (WCAG), Wireframing, Prototyping, Design Systems

### EMERGING TECHNOLOGIES

Unity, Photon Fusion, Blender, Rokoko, Meta XR SDK, Oculus Integration, MRTK, XRI, TouchDesigner

### DATABASES & TOOLS

MySQL, MongoDB Atlas, SAP/ABAP, Notion, Microsoft Office, Google Workspace

## EDUCATION

**M.S. in Human Computer Interaction** 08/2025 - 06/2027 (Expected)  
Arizona State University, College of Integrative Sciences and Arts

**B.S. in Computer Science and Engineering** 09/2020 - 06/2025  
Sabancı University, Faculty of Engineering and Natural Sciences

**B.A. in Visual Arts & Visual Communication Design (Double Major)** 09/2020 - 06/2025  
Sabancı University, Faculty of Arts and Social Sciences

## WORK EXPERIENCE

**Research Assistant** 01/2023 - 06/2025  
Human-Computer Interaction Lab, Sabancı University

- Designed and evaluated digital and VR interfaces through usability testing with 10 student participants, conducting iterative prototype refinements across multiple testing rounds.
- Improved overall task success rate by 18% and reduced average task completion time by 22% after restructuring interaction flows and interface hierarchy.
- Synthesized qualitative findings into actionable design improvements, decreasing observed navigation errors by approximately 25% in follow-up usability sessions.
- Redesigned the lab website information architecture, improving content discoverability and user reported clarity as reflected in post-test evaluations and feedback.

**Graphic Design Intern** 06/2024 - 08/2024  
WE2

- Designed and refined data-driven infographics and visual communication systems for print and web, ensuring stronger brand consistency across deliverables.
- Translated complex information into clear, user-centered visual narratives aligned with established design guidelines.
- Developed interactive web components using HTML, CSS, and JavaScript to support the presentation of digital content across platforms.
- Contributed to UX prototyping, layout systems, and structured content organization across a range of digital projects and deliverables.

**IT/Data Intern** 07/2023 - 10/2023  
Danone

- Developed SAP/ABAP automation scripts supporting data alignment across two merging organizations, contributing to backend standardization efforts.
- Reduced manual data handling processes by streamlining structured workflows during the system consolidation phase.
- Collaborated with cross-functional teams to support technical integration across multiple organizational systems and teams.

**Website Design Intern** 02/2021 - 03/2021  
Monovi Information Technology

- Redesigned company website using Figma and HTML/CSS with a focus on usability and brand clarity
- Delivered responsive UI aligned with user expectations and business objectives

## PROJECTS

**VR Biology Lab**  
UI/UX + Interaction Design (Unity)

Designed and implemented interactive VR lab environment enabling multiple users to perform biological procedures in virtual space. Created UI elements based on HCI principles, prototyped interactions, and conducted usability testing with student participants.

**Human-Computer Interaction Lab Website**  
UX + Frontend

Designed, developed, and deployed a responsive research lab website using Figma prototypes and HTML/CSS. Improved navigation clarity and streamlined access to research documentation, publications, and related resources.