OYKU UNVER

917.496.9118 | oykuunverdesign@gmail.com | New York
www.oykuunver.com

EXPERIENCE

Volts To Go | Visual Designer
Full-time, Contract | April 2026 – July 2026

- Created 20+ original visuals for pitch decks, investor presentations, and social/LinkedIn content, supporting fundraising and brand visibility
- Translated complex concepts into clear visual narratives for stakeholders and investors
- Collaborated cross-functionally to meet fast turnaround times across multiple projects

ECHO Building Systems | Product Designer
Full-time, Contract | Jun 2025 – Sept 2025

- Created 80+ visual assets and contributed to 10+ investor decks, supporting leadership communication on product value and sustainability
- Led design of 4 standardized investor deck templates, improving consistency across communications
- Designed packaging and visual systems translating product features into intuitive, brand-aligned layouts

Tanya Taylor | Product Development
Part-Time Freelance Designer | Sept 2024 – Feb 2025

- Organized fabric and material library by fiber content, weight, and supplier
- Created line sheets and style decks to track SMS and prototypes across teams
- Sourced and evaluated 20+ fabric and trim options for quality and brand consistency

Circular Economy Manufacturing | Product Designer
Intern | Feb 2024 – May 2024

- Designed children's furniture concepts using 100% recycled HDPE, from concept to prototype
- Conducted market research and user analysis to inform design decisions
- Built prototypes and documented material behavior for durability and finish

Yargıcı | Graphic Designer
Intern | Aug 2020 – Sept 2020

- Developed seasonal print and color concepts based on trend and market research
- Created mood boards and presentation decks translating research into visual narratives
- Supported color and material selection for cohesive brand systems

EDUCATION

Harrisburg University of Science & Technology
M.S. Human-Centered Interaction Design
2026-2028

Parsons School of Design
BFA Industrial Design
Minor- Creative Coding
2021-2025 |New York, NY

TOOLS

Illustrator, Photoshop, Indesign, Figma, SolidWorks, Fusion360, Keyshot, Procreate, Excel

SKILLS

User research, System design, User Centered Design, Sketching, HTML/CSS, Information Architecture, Usability Testing, Competitive Analysis, Wireframing, Accessibility (WCAG), Prototyping, Responsive Design