EDA GÜVEN

UI/UX DESIGNER

📍 Turkey ✉ edaaguveen@gmail.com in/eda-güven 🌐 edaguvendesign.com

Junior UX/UI Designer with 1.5 years of experience and a background in media and storytelling. Skilled in designing intuitive, user-centered interfaces through cross-functional collaboration. Brings a creative, user-first mindset to every stage of the design process.

TOOLS & SKILLS

Tools: Figma♥, Miro, Adobe Suite, Google & Microsoft suite, Webflow, WordPress

Core UX Skills: User Research, Usability Testing, Wireframing, Prototyping & Mockups, Affinity Mapping, User Journey Mapping, Competitive Analysis

UI & Visual Design: Visual Design, Interaction Design, Visual Communication, Responsive Design, Mobile/Web Design

Design Thinking & Strategy: Information Architecture, Design Critique, Storytelling, Empathy, Interdisciplinary Thinking, Accessibility & Universal Design

Professional & Collaboration: Presentation, Research, Design Sprint, Design Strategy

PROFESSIONAL EXPERIENCE

Multi-Disciplinary Role: UX Writing, UI Design & Social Media Management — Nordic Open Research (Remote) **2024 - 2025**

- Designed the UI and content for the Nordic Open Research platform, ensuring a seamless and user-friendly experience.
- Wrote UX microcopy and content strategy, focusing on accessibility and clarity.
- Developed consistent UX writing guidelines to enhance user interaction and engagement.
- Collaborated with developers to implement UI components with a strong focus on usability.
- Created and managed Nordic Open Research's social media accounts, ensuring a strong online presence.
- Designed engaging profiles and branding to attract target audiences.
- Developed and executed social media marketing campaigns to boost engagement and visibility.

Editorial Assistant & UI/UX Designer — European Open Science (Remote) **2023 - 2025**

- Initially joined as an Editorial Assistant, managing 17 academic journals through submission handling, content formatting, and digital content management.
- Partially transitioned into a Junior UX/UI Designer role, contributing to landing pages, journal covers, website UI, banners, and digital assets while maintaining a consistent visual identity.
- Conducted A/B testing to improve UX and optimize design layouts for user engagement.
- Created high-fidelity prototypes and wireframes in Figma to streamline development processes.
- Collaborated with developers to implement UI components based on design specifications.
- Worked on brand identity by designing logos and promotional materials.

Graduate Research and Teaching Assistant — Bilkent University, Ankara, Turkey **2020 - 2022**

- Conducted thorough research, demonstrating exceptional attention to detail and accuracy.
- Edited and proofread high-level technical papers, showcasing strong writing and editing skills.
- Assisted in teaching courses related to film and media, illustrating communication and educational capabilities.
- Supported faculty and students in design-related tasks and projects.

EDUCATION

Google UX Design Professional Certificate **2025**

Google Certification (Remote)

M.A., Media and Visual Studies **2020 - 2022**

Bilkent University, Ankara, Turkey
- CGPA: 3.89
- Thesis on "Korean-American Transnational Cinema Cultures"

B.A., English Language And Literature **2015 - 2020**

Bilkent University, Ankara, Turkey
- High Honor/ CGPA: 3.19

Erasmus Programme **2019**

University of Groningen, Netherlands

ADDITIONAL INFORMATION

Languages: Turkish (Native), English (Advanced), Korean (Pre-Intermediate)

Professional Affiliations: Member of Interaction Design Foundation (IxDF)

IxDF Certifications & Courses: Course Certificate: Design for the 21st Century with Don Norman, Course Certificate: User Experience: The Beginner's Guide, Masterclass Certificate: UI Design for Games: Starter Edition, Masterclass Certificate: How to Design Experiences for AI, Masterclass Certificate: Games UX Foundations: Starter Edition