Ebru Timinci

Product Designer · UX research · prototypes in code

Ljubljana, Slovenia, moving to İzmir, Turkey · ebru.timinci@gmail.com · +386 69 304 948
Portfolio: ebrutiminci.com · linkedin.com/in/ebru-timinci · github.com/ebrutiminci

SUMMARY

Product designer with an architecture background and a minor in psychology. I research how people experience spaces and products, design end-to-end flows in Figma, and build working prototypes in HTML, CSS and JavaScript. Revolut customer since 2022.

PROJECTS

Revolut outage: designing for the worst day · 2026 · ebrutiminci.com/casestudy.html

- Analysed 22 public reports of the 20 October 2026 outage and mapped where customers were left without information in the app.
- Designed an in-app outage mode: status banner, "last synced" line, lock-screen push and honest support. Sketched in Procreate, hi-fi screens in Figma.

UX Research App · web app, designed and coded, 2026 · live

- Turns a founder's idea into hypotheses, interview guides and surveys, and flags leading questions live.
- Designed the flow, wrote the spec and built it in JavaScript. Ran a dating app survey (12 answers) with it and ranked P0/P1 insights.

"Feeling at Home in the City" · mobile research app, master's thesis, 2025

- Designed an experience-sampling app for Ljubljana with location-tagged check-ins and a "virtual city" that grows as people take part. Collected 98 responses from 31 people and turned them into emotional maps.

Bus widget · Android home-screen widget, designed and built, 2026

- Shows LPP bus times on the home screen, timetable apart from live GPS; tested with a 10-question survey.

EXPERIENCE

Architect · Atelje Ostan Pavlin, Ljubljana · Jan 2026 – present

- Designed and built internal AI tools for the studio: agents that model in SketchUp and draw in AutoCAD, and a SketchUp extension that exports plans and sections to DXF.
- Wrote the standards that keep AI-made drawings consistent with office conventions, so the whole team gets the same output.
- Redesigned the studio's website (launching soon).

Junior Architect · Studio Archaico · Nov 2024 – Feb 2025

- Led the website redesign in Italian and English: new information architecture, colour and text guidelines. SEO score +30 points, monthly visitors +50%.

UX Consultant · B2Breach · Jan 2024 – Sep 2024

- Designed pitch decks and customer communication materials.

UX Consultant · Coinquilino · Jul 2023 – Dec 2024

- Consulted on the product's user flows and customer satisfaction KPIs.

Freelance brand designer · logos and identities · Jan 2022 – present

EDUCATION

M.Sc. Sustainable Architecture and Landscape Design · Politecnico di Milano · 2022–2025

- Final grade 110/110. Erasmus+ in Ljubljana and Pamplona.

B.Arch. · TED University, Ankara · 2018 – 2022

- GPA 3.86/4.00, honour student for 8 semesters. Minor in Psychology, GPA 4.00/4.00.

Certificates: Google UX Design Professional Certificate · CalArts UI/UX Design

SKILLS

Research: surveys, interviews, experience sampling, usability tests, affinity maps

Product design: user flows, information architecture, wireframes, prototyping

Visual design: typography, grids, layout, colour, branding

Tools: Figma, Framer, Procreate, Photoshop, Illustrator, InDesign, After Effects, QGIS

Code: HTML, CSS, JavaScript, Git and GitHub, Vercel, Claude Code, SketchUp Ruby

Languages: Turkish (native), English (C1), Spanish (B1), Italian (A2)