



BÜKE Vanci

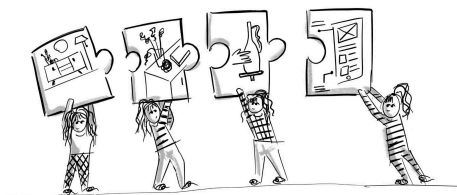
UX UI & Product Designer



Throughout my 10 years of design experience, I've focused on understanding user needs, developing the right solutions, and translating them into impactful designs across both physical and digital projects.

Working across multi-disciplines, including interior design, styling, and product design, I've developed correct problem definitions through research and analysis with a brand-, customer-, and user-focused approach, developed insights and combined these insights with compelling ideas to transform concepts with impactful visual narratives.

As a disciplined and meticulous designer, I enjoy working both individually and as a team. I enjoy exploring new methods, collaborating with diverse disciplines, and challenging myself to achieve better results on every project. As someone who is constantly learning, I continue to improve my skills to better understand next-generation technologies and design more impactful experiences.



BÜKE VANCI

UX UI & Product Designer

15.07.1990

// Contact

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Turkey . İstanbul . Pendik

www.bukevanci.com

www.linkedin.com/in/buke-vanci/

www.behance.net/bukevanci

// Intern

Parla Design I '14 July - Aug I

www.parladesign.com

Kilit Taşı Design I '13 Aug - Sep I

www.kilittasi.com

Beko I '13 July - Aug I

www.beko.com.tr

// Education

Coursera / Google UX Design
Professional Certificate

/Dec '24 - July '25/ Online

Hochschule für Gestaltung Schwäbisch
Gmünd - Germany

/Jan '12 - June '12/ Product Design
ERASMUS / Germany

Anadolu University
(Now Eskişehir Technical University)

/Sept '09 - June '14/ Industrial Design
First in Class - GPA: 3.44 / 4.00

// Award

Mondi Packaging Design Competition
"Kutu Kutu Project" – **First Prize Winner**
July '13/ Package Design

ETMK (Industrial Designers' Society of
Turkey) Honor Plaque – **First in Class**
Industrial Design Department (2014)

// Skills

• Software & Tools:

Figma · Adobe Illustrator · Photoshop
InDesign · Rhinoceros · AutoCAD ·
KeyShot · Vray

• Design Skills:

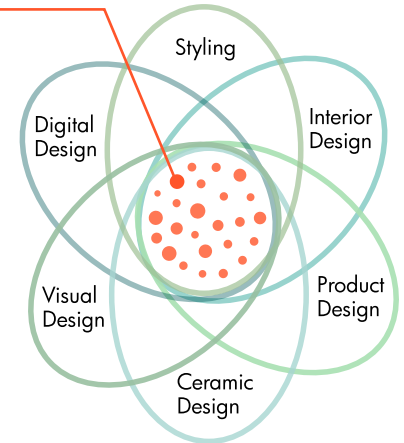
Human-Centered Design. User Research
Wireframing · Prototyping · Usability
Testing UI Design · Interaction Design
Design Systems

// Work Experiences

Human-Centred Design & Research Experience | 2014 - |

- Multi-disciplinary Design Background

With **10 years** of experience in **physical and digital design**, I've focused on understanding **user needs and experiences**, **identifying problems through research and analysis**, and **transforming those insights into clear and meaningful concepts**.



Freelancer | Dec '24 - |

- UX UI & Product Designer

www.bukevanci.com

I provide design solutions to a variety of clients and brands in the areas of **UX/UI, graphic design, and visual communication**. I manage **the research, problem definition, concept creation, and visual design processes** based on project needs.

Pod Studio | Apr '18 - Dec '24 |

- Co-Founder - Product Designer - Interior & Set Designer - Stylist

www.podstudio.net

In 2018, my friend and I founded Pod Studio, a design studio where we worked as freelancers for six years. We provided design and consulting services to various corporate clients (**Doğtaş, İder, Alfemo, Kelebek Mobilya**,...) focusing on furniture, interiors, retail spaces, set & stage design, and styling. Our strong research skill, problem-solving approach, and aesthetic sensibility played a key role in building long-term collaborations with our clients.

www.podstudioceramic.com

Pod Studio Ceramic / Co-Founder - Product Ceramic Designer & Teacher / Dec'22 - Dec '24
In 2022, co-founded Pod Studio Ceramic as four women entrepreneurs; visual identity, studio design, website and social media management, alongside ceramic product design and workshop organization.

Monest Architecture | Oct '15 - Apr '18 |

- Product Designer - Interior & Set Designer - Stylist

www.linkedin.com/company/monesttmimarlik/

I developed easy-to-produce, trend-aligned furniture based on client briefs, designed sets and styling for their photo shoots. Bringing innovation, offering alternative solutions, and creating aesthetically strong designs became my core design values.

OC Oliver Conrad | Sep '14 - Feb '15 |

- Product Designer / Erasmus Long Tern Intern - Germany - Düsseldorf /

www.oliverconrad.de

During the fall term, I completed an internship at Oliver Conrad Studio in Düsseldorf, Germany, as part of the Erasmus Internship Prog. Throughout the experience, we focused on furniture design.