



Güney Güner

Designer

Contact

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Portfolio: guneyguner.me

Instagram: @guneyguner

Skills

- Adobe
 - Photoshop
 - Illustrator
 - InDesign
 - XD
 - Lightroom
 - Audition
 - Premiere
- Figma
- Sketch
- Principle
- Rhino 3D
- Keyshot
- Processing
- Unity
- Autodesk
- MS Office

Languages

- Turkish (Native)
- English (Fluent)
- German (Intermediate)

Experience

- **2017 (August - September)**
Kuray Display (Internship)
Istanbul, Turkey
 - Worked on the ongoing product display projects.
 - Designed vacuum hanged display for grocery store fridges.
 - Worked on 2 display commercial visuals.
- **2018 (June - July)**
Öztiryakiler (Internship)
Istanbul, Turkey
 - Worked in R&D department, ran tests on new produced commercial washing machines.
 - Designed commercial kitchen island for the expo.
 - Designed warning signs for kneading machines.
 - Factory experience.
- **2019 (September - January, 2020)**
FestEvo (Content Creator)
Istanbul & Bolu, Turkey
 - Working as the social media content creator for ski and music festival, X Fest.
 - Designing visual and graphical content (pamphlets, posters, banners etc.).
 - Ad level video making.
- **2022 (October - Ongoing)**
Graz University of Medicine (Freelance Designer)
Graz, Austria
 - Creation of graphic assets for publications.

Education

- **2015 - 2019**
Özyeğin University
Bachelor's of Industrial Design
Istanbul, Turkey
- **2017 (1 day course)**
Interaction Design with Sketch & Principle
-99 design studio
Istanbul, Turkey
- **2020 - 2022**
FH Joanneum
Master's of Interaction Design
Graz, Austria

Accomplishments

- **2018 (14 - 18 August)**
NordDesign 2018
Linköping, Sweden
 - Research Paper Accepted
 - Presented in the conference with colleagues - Nisan Kuzuluk & Melike Balkaya
 - Paper published on "The Design Society"
- **July, 2021**
Certified Professional for Usability and User Experience Design
issued by UXQCC - User Experience Quality Certification Center