

Profile

Design Engineer with 6+ years of experience shipping full-stack products across mobile and web. Co-founder of TAO STUDIO LLC, handling the full product lifecycle from design through deployment. Deep expertise in AI-native development workflows using Claude Code, Cursor, and MCP-based agents. Background in gamification systems, campaign UX, and growth experiments.

Experience

Co-Founder — Design Engineer

TAO STUDIO LLC · 2023 – Present · Remote

- Ship end-to-end products using Swift/SwiftUI, React, Next.js, Framer, and Rive
- Built and launched **THOTH** — multilingual historical figures quiz game (App Store + Google Play)
- Orchestrate AI agents for automation, code generation, and content pipelines
- Prototype and deploy full-stack products with AI-first development workflows
- Built and launched **BiteMap** — couples interaction app on the App Store, SwiftUI, real-time sync, 3D haptic body map
- Client work: landing pages, SaaS tools, growth experiments

Product Designer (UI/UX)

4PLAY — Turkcell Group · 2020 – Present · Turkey

- Lead UI/UX design for apps with millions of users: 1GB, TOL, BiP, Paycell
- Built WebView mini-games (Simon Says, Stack Tower, Flappy Bird) with Game Hub API + FreeByte token economy
- Shipped **KimGBister** (1M+ users) and **Turn Out the Lights** (250K+ users)
- Ran A/B tests on push notifications and SMS copy — measured CTR and conversion lifts
- Designed dunning flows, WhatsApp campaigns, and holiday promotions (KazanKazan)
- Applied behavioral science principles (nudge theory) to campaign and onboarding UX

Skills

Languages	Swift, JavaScript, TypeScript, Python, HTML/CSS
Frameworks	SwiftUI, React, Next.js, Node.js
Design	Figma, Framer, Rive, prototyping, design systems
AI Tools	Claude Code, Cursor, MCP agents, Fal.ai, RevenueCat
Infrastructure	Cloudflare, Vercel, Firebase, Supabase
Specialties	Gamification UX, growth experiments, AI agent orchestration, vibe coding

Shipped Products

THOTH	Historical figures quiz game — App Store + Google Play, multilingual (TR/EN/DE/TH/ID), IAP
KimGBister	1M+ users — viral social quiz app for the Turkcell ecosystem
Turn Out the Lights	250K+ users — casual mobile game
kazan-kazan.com	Next.js + Supabase + Cloudflare migration from Framer
BiteMap	Couples interaction app — SwiftUI, real-time sync, 3D body map with haptic feedback — App Store
Game Hub Suite	WebView mini-games with token economy for 1GB App platform

Education

Industrial Engineering	Eskişehir Technical University · 2016 – 2021
Behavioral Science for Product Design	Prof. Dr. Kaan Varnali · 2026