

# Beril Coşkun

**live** • İstanbul, Türkiye

**speak** • Turkish(Native) • English(Professional)

**like** • Reading • Travel • Movie & Theatre

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## EXPERIENCE

04/2025  
- present

**MDP GROUP**  
UI/UX DESIGNER

02/2025  
- present

**BAHÇEŞEHİR UNIVERSITY**  
PART-TIME INSTRUCTOR

05/2023  
- 04/2025

**MOL-E**  
UI/UX DESIGNER

03/2024  
- 07/2024

**INBRAND ADWORKS**  
GRAPHIC DESIGNER

02/2024  
- 06/2024

**PENG KREATİF**  
GRAPHIC DESIGNER & CONTENT CREATOR

09/2019  
- 03/2023

**BAHÇEŞEHİR UNIVERSITY**  
RESEARCH ASSISTANT

12/2017  
- 02/2018

**SEMA TOPALOĞLU STUDIO**  
INDUSTRIAL DESIGNER

05/2017  
- 09/2017

**HAM:M DESIGN**  
INDUSTRIAL DESIGNER

## PROJECTS

05/2024  
- present

**MOL-E, TÜBİTAK 1512 BİGG**  
UI/UX DESIGNER  
*Development of a Deposit Machine that Provides Waste Sorting with a Deep Learning-Based Classification Model for Electronic Waste Recycling*

02/2024  
- 09/2024

**UNIGAGE, EVENT APP**  
UI/UX DESIGNER  
*Event mobile app for university students*

09/2019

**YPSILON, FURNITURE DESIGN**  
DESIGN ASSISTANT  
*Furniture design for Arter Museum*

## EDUCATION

12/07/2018  
- 22/07/2022

**MASTER'S DEGREE** Yüksek Lisans  
İSTANBUL TECHNICAL UNIVERSITY  
Industrial Product Design (GPA: 3.81/4)  
*MSc Thesis (English): "Investigating how users make sense of unused products in domestic space"*

03/09/2012  
- 08/09/2017

**BACHELOR DEGREE** Lisans  
BAHÇEŞEHİR UNIVERSITY  
Industrial Product Design  
(English, Full Scholarship, GPA: 3.45/4)

2022  
- 2025

**ASSOCIATE'S DEGREE** Açıköğretim  
ANADOLU UNIVERSITY  
Photography and Camera Operation

2015 fall  
semester,  
Austria

**ERASMUS+**  
FACHHOCHSCHULE SALZBURG  
UNIVERSITY OF APPLIED SCIENCES  
Design & Product Management

14/09/2009  
- 08/06/2012

**HIGH SCHOOL**  
ZONGULDAK FEN LİSESİ

## SOFTWARE SKILL

**2D** Adobe Creative Suite  
•Illustrator •Photoshop •InDesign •AfterEffects •PremierePro  
Figma | Sketchbook Pro | AutoCAD

**3D** Rhinoceros 3D | Blender (basic) | SketchUp (basic)

**3D render** Enscape | 3ds Max/Vray | KeyShot  
Blender (basic)

## TECHNICAL SKILL

Web & mobile app interfaces,  
B2B web applications,  
Wireframes & UI design,  
Design systems & component libraries,  
Prototyping & responsive design,  
Teaching & mentoring in Interaction Design