



**Andrea Buran, at your service.**

**I am a well-rounded Designer with a focus on user experience and interface design\*.**

**I conceive and craft products and services that put people first.**

\* But I am also passionate about coding, prototyping and front end web development.

Born on the 16<sup>th</sup> of April 1985, in San Donà di Piave, Italy.  
Lives in Istanbul, Turkey.

Speak Italian (mother tongue), English (fluent) and a little Turkish (learning in progress).

Have been driving and crafting hands-on projects with industry leaders in automotive, culture, e-commerce, finance, telco, tourism and travel over the last eight years.



## WORK EXPERIENCES

**Digital Design Director** / Jan 2018–Present

**Senior Visual Designer** / May 2016–Dec 2018

**I-AM Digital** / Istanbul, Turkey

Conceive and craft digital services and products across multiple channels and platforms, always having the user experience and engagement in mind. **¶** Lead and guide teams throughout the user experience and interface design phases of multiple projects. **¶** Establish design point of views and communicate and discuss strategies, concepts, detailed designs and design rationales, both verbally and visually, with customers and stakeholders. **¶** Generate design strategies and concepts, and translate them into detailed interaction and visual designs. **¶** Iterate through the design process by crafting low- and high-fidelity prototypes to validate and improve on designs. **¶** Create comprehensive design systems by following an atomic design approach. **¶** Mentor and inspire fellow team members by giving constructive feedbacks, critiques and food for thought. **¶** Set and improve the studio design processes, methodologies and tools. **¶** Evaluate and discuss project requirements, efforts and risks, and tailor the steps of design processes to projects' needs and goals.

**Visual Designer** / May 2014–Apr 2016

**Fjord** / Istanbul, Turkey

Created engaging digital services and products across multiple channels and platforms, always having the user experience and engagement in mind. **¶** Generated strategies and concepts and translated them into detailed interaction and visual designs. **¶** Effectively communicated and discussed research findings, concepts, designs and rationales, both verbally and visually. **¶** Quickly iterated through the design process by crafting low- and high-fidelity prototypes to validate and improve on designs. **¶** Defined and implemented interaction and visual design documentations and guidelines.

**Visual & Interaction Designer** / Jul 2009–May 2014

**Self-employed** / Venice, Italy

Conceived, designed and crafted commercial and self-initiated digital and non-digital projects. **¶** Conceived and developed creative design concepts and strategies. **¶** Structured and organized information and created low-level wireframes. **¶** Designed the look-and-feel of user interfaces and prototyped and coded visual mockups. **¶** Crafted responsive and adaptive sites. **¶** Wrote clear and concise documentation and performed quality control tests.

**Visual & Interaction Designer** / Nov 2010–Jul 2012

**Wolfgang Scheppe Associates**, Venice, Italy

Researched, conceived and developed design concepts and strategies. ¶ Designed and crafted visual communication and interactive artefacts to solve communicative and interactive problems, and serve varied needs. Worked independently or as a part of a team to carry out projects in varied fields—from print to web to video.

**Web Designer** / Oct 2010–May 2011

**IUAV University of Venice** / Venice, Italy

Structured, designed and crafted the site *Showcase Design*. ¶ Developed the content strategy of the site and documented it through a solid content management guideline.

**Graphic Designer & Digital Producer** / Jul–Aug 2010

**Wolfgang Scheppe Associates** for **British Council**  
British Pavillion, Venice Architecture Biennale, Venice, Italy

Designed and typesetted the book **Done.Book**. ¶ Produced the images digitally for the exhibition of the same name.

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## EDUCATION

**Visual Communication and Multimedia**

**graduate degree / 110/110 cum laude**, full marks and honors  
Oct 2007–Apr 2010 / Faculty of Arts and Design,  
IUAV University of Venice, Italy

**Industrial Design (with a focus on graphic design)**

**undergraduate degree / 110/110**, full marks  
Oct 2004–Nov 2007 / Faculty of Arts and Design,  
IUAV University of Venice, Italy

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## THESIS

**Cinema and Comics in the Computer Era:**

**New Possibilities for the Sequential Art**

Sept 2009–Mar 2010 / Supervisor Massimo Magri,  
Assistant Supervisor Nicolò Scibilia

The experimental research on the cinema and comics media forms inquired new possibilities for their reciprocal remediation on the Web. ¶ It fueled the designing of a **new hybrid media form** for crafting a new multimedia artefact and narrating a story and/or communicating an idea on the Web.

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## STRENGTHS & SKILLS

**Team Leadership**

Well-organized at handling projects from kick-off to delivery, with a neatly and systematic approach. ¶ Effective in leading and guiding teams, as well as in mentoring and inspiring them by giving constructive feedbacks, critiques and food for thought.

**Strategy & Concept Generation**

Generate effective design strategies and concepts in response to goals and within the requirements and constraints of projects.

**Clarity**

At ease in explaining and discussing research findings, strategies and concepts, design decisions and rationales, detailed design outputs, both verbally and visually, and able to tie them back to project goals.

**Cross-field Background**

Robust cross-field technical background and experience in digital, print and video fields. ¶ Strong knowledge of the fundamentals and basics of typography, layout, and language of images—both static and dynamic.

**Cross-platform / Cross-device**

Have been crafting digital artefacts for multiple platforms—Android, iOS and native Web—and devices—mobile, tablet and desktop—adopting the most suitable design principles and patterns from case to case.

**Sketching / Prototyping**

Resort to sketching and prototyping—whether in paper, video or code—in order to promptly put ideas into shape and validate them, while quickly iterating in search of the best solution.

**Keen Eye**

Believe incisive designs are very much informed by details. Keen to get the small things of a project right and consistent, from micro-typographic refinements to finishing touches.

**Design Software**

Well-experienced with **Keynote**, **Illustrator**, **Indesign**, **Photoshop**, **Premiere**, **After Effects**, **Flash** and **Invision**. ¶ Particularly fond and happy of designing with **Sketch** and **Zeplin** lately.

**Passion About Coding**

Love coding and hands-on in front end web development. ¶ Extremely fluent in **HTML5**, **CSS3**, **SCSS** and **Compass** and proficient in **LESS**, **XML**, **XPath** and **XSLT**. ¶ Have a basic knowledge of **Javascript**, **jQuery**, **XSLT** and **Processing**.