



Andrea Buran,
at your service.

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

I conceive and design
products and services
that put people first.

* But much into coding and front-end development too.

Born on the 16th of April 1985, in San Donà di Piave, Italy. Live in Istanbul, Turkey.

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









Over the last eight years, have been driving and crafting projects with industry leaders in automotive, culture, e-commerce, finance, telco, and tourism.

WORK EXPERIENCES

Design Leader, Jan 2018–Present





Senior Visual Designer, May 2016–Dec 2018

I-AM Digital, Istanbul, Turkey

Conceive and design digital services and products across multiple channels and platforms following a user-centric approach.  Generate, communicate and discuss strategies, concepts, detailed designs and design rationales, both verbally and visually, with clients and stakeholders.  Translate design strategies and concepts into detailed interaction and visual designs.  Validate and iterate from low- to high-fidelity prototypes together with clients, stakeholders, and customers.  Create comprehensive and cohesive design systems by following an atomic design approach.  Lead and guide fellow team members throughout the user experience and interface design phases of various projects.  Mentor, coach and inspire a talented team of designers by giving constructive feedback, critiques, and food for thought.  Set and improve the studio design processes, methodologies, and tools.  Tailor the steps of design processes to project needs and goals, and evaluate and discuss their requirements, efforts, and risks.






Visual Designer, May 2014–Apr 2016

Fjord, Istanbul, Turkey

Conceive and design digital services and products across multiple channels and platforms following a user-centric approach.  Generated design 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.  Validate and iterate from low- to high-fidelity prototypes together with clients, stakeholders, and customers.  Defined and detailed interaction and visual design documentation 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.  Developed 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, designed and developed varied communication strategies, concepts and artifacts, from corporate identities to reports, books, videos, and sites.

Web Designer, Oct 2010–May 2011

IUAV University of Venice, Venice, Italy

Structured, designed and developed the site *Showcase Design*.

¶ Set the content strategy for 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 typeset the book **Done.Book**. ¶ Produced the images digitally for the exhibition of the same name.

Creative Researcher, Jul 2009–Oct 2009

Wolfgang Scheppe Associates, Venice, Italy

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 communication)

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

THESIS

Cinema and Comics in the Computer Era: New Possibilities for the Sequential Art

Sept 2009–Mar 2010, Supervisor Massimo Magrì, 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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2/2 Andrea Buran
Designer

TALENTS & SKILLS

User-centric Approach

Eager to empathize with the users to understand their needs, struggles, feels and desires, in order to put them first when designing services and products.

Leadership and Direction

Well-organized at handling projects from kick-off to release.

¶ At ease in guiding, mentoring, coaching and inspiring fellow team members by sharing constructive feedback, critiques, and food for thought.

Strategy and Concept Generation

Strong in generating project strategies and concepts in response to users' needs and businesses' goals, and within the requirements and constraints of projects.

Communication

Clear in explaining and discussing research findings, strategies, concepts, design decisions, rationales, and outputs, and able to tie them back to project goals, requirements, and constraints.

Sketching and Prototyping

Resort to sketching and prototyping in order to promptly make ideas tangible and validate and iterate on them with team members, clients, project stakeholders, and users.

Cross-platform and Device Knowledge

Have been crafting digital artifacts 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.

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 in **Keynote**, **Illustrator**, **Indesign**, **Photoshop**, **After Effects**, **Principle**, and **Invision**. ¶ Particularly fond and happy of designing with **Sketch** and **Zeplin** lately.

Passion for 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.

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+90 *** ** *