

İlke Büyükkalaycı Küçük

UX/UI & Product Designer

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Experience

Freelance UX/UI & Product Designer

[Self-Employed — Denizli, Turkey](#)

Apr 2026 - Present

- Run an independent design practice, owning every stage of the process; research, design, prototyping, and delivery — as a one-person operation
- Provide outsourced UX/UI design support to agencies, extending their teams' capacity on client engagements
- Partner directly with individual clients to design and ship end-to-end digital products, from initial concept to final handoff
- Manage client relationships, project scope, and delivery timelines independently, alongside the design work itself
- Define and document design systems for clients so future work stays consistent and easy to hand off

UX/UI Designer

[Minimum Code — Vienna, AT](#)

Sep 2025 - Mar 2026

- Owned the UX/UI design process end-to-end as sole designer across several concurrent client engagements, from discovery through final delivery
- Ran user research and usability testing to pressure-test decisions and drive fast, iterative improvements
- Built scalable UI systems and high-fidelity prototypes in Figma to keep design consistent across products
- Shipped designs as production-ready interfaces, using low-code tools to speed up delivery where useful
- Partnered closely with developers and stakeholders to keep designs technically feasible without compromising quality
- Facilitated workshops with client teams to align on requirements and design direction early in each engagement

Service Designer

[Wunder Innovation Studio — Istanbul, TR](#)

Jul 2023 - Sep 2025

- Designed digital products end-to-end, balancing business objectives with usability and visual polish
- Led qualitative research and usability testing that directly informed product direction
- Built high-fidelity prototypes and interaction flows used to align stakeholders ahead of development
- Worked cross-functionally with product, engineering, and strategy teams throughout the design lifecycle
- Mapped user journeys and information architecture to guide product structure early in the process

Education

Industrial Product Design

[Istanbul Technical University - Bachelor's Degree](#)

2016 - 2022

Product Design

[Sheffield Hallam University - Erasmus Exchange](#)

2018 - 2019

Skills & Tools

- UX/UI, Product and Service Design (3+ years)
- Design Systems, Interaction Design & Information Architecture; User Research, Usability Testing & Rapid Iteration; Cross-functional Collaboration & Workshop Facilitation
- Figma (advanced), FigJam, Adobe CC; Maze, Hotjar, Google Analytics; Notion, Monday, ClickUp, Slack and AI-assisted workflows such as Figma Make, Claude Code, Aura, Omma, Pomelli, Gamma
- Turkish — Native; English — Professional working proficiency; German & Italian — Beginner