NEKTAR EGE ALTINTOPRAK

Product Designer

nektaraltintoprak@gmail.com

nektarege.design

EXPERIENCE

Microsoft | Product Designer II

June 2022 - Present

Creating AI-human interaction experiences for Word Copilot, aiming to impact 750 million users.

Analysing user perceptions of AI to improve design, enhancing our projects' reach and effectiveness.

Minus 99 Design Studio | UX Designer

June 2020 - May 2022

Designed responsive e-commerce experiences and websites for leading Fortune 500 companies by collaborating with UX/UI designers, project managers, and engineers.

In my 2nd month, I led the design process company's first global project; Designed a responsive website experience for a well-known company in the United Arab Emirates. Phase-1 of the project was launched in July 2021

Lumos Games, Zynga | Product Designer

June 2020 - May 2022

Designed UI and UX of a mobile game that was in the top chart in the Unites States. The game received 150.000 downloads.

ACHIEVEMENTS

Microsoft Hackathon Serbia 1st Place, Semantic Search, 2025

Microsoft Hackathon Serbia 2nd Place, Project CIQ, 2025

Microsoft Hackathon Ireland 2nd Place, Project Ask Back, 2023

Awwwards Young Jury Member, Jan 2021- Present

Falling Walls Turkey 1st Place Prize, Project Moon, 2018

EDUCATION

Georgia Institute of Technology

2019 - 2021

Human- Computer Interaction, Master of Science

GPA: 4.0/4.0

Izmir University of Economics

2013 - 2017

Industrial Design, Bachelor of Design

High Honour Student

2014 - 2018

Psychology, Bachelor of Science

High Honour Student

Politecnico di Milano

Spring 2016

Product Design and Design Engineering

Awarded with a Scholarship

SKILLS

DESIGN

Interface Design, Wireframing, Vibe Coding, AI-Assisted Design Workflows, Branding, Identity Design, Visual Design, Information Architecture, Prototyping, Storyboarding, Personas, Sketch, Figma, Photoshop, Illustrator, Balsamiq, ProtoPie, Axure, InDesign, Adobe XD, Marvel, Vercel, Lovable, Cursor, Claude, Claude Code, Figma & Code Workflows

USER RESEARCH

Survey, Task Analysis, User Interviews, Usability Studies, Card Sorting, Affinity Mapping, Participatory Design, Benchmarking, User Research