

Ege Uz

UI/UX Designer | Product Designer | Frontend Developer

Istanbul, Turkey | egeuz.co | github.com/egeuz | mail@egeuz.co

Professional Experience

JoyoLabs | Istanbul (Remote) | Jan 2025 — Sep 2026

Founding Designer

- Established iterative design workflows, visual asset production pipelines, product design, handoff and testing processes for all mobile and desktop apps, from concept through launch and maintenance
- Led end-to-end design production across 4 AI mobile apps, 1 desktop app and several marketing websites, including user flows, design systems, branding and asset pipelines
- Improved onboarding and monetization UX for flagship app CraftNote, contributing to growth beyond \$3M ARR through weekly iteration
- Designed and developed an internal tool for iteratively creating onboarding flows, enabling remote deployment and rapid A/B testing of a key user flow for monetization and growth

The New York Times | New York, NY (Remote) | Jun 2022 — May 2023

News Design Fellowship (Frontend Web Developer)

- Designed and developed interactive editorial experiences, data visualizations and multimedia storytelling projects, reaching 3M+ readers across web and mobile
- Built front-end components and data integrations for Extreme Weather Maps, including authentication, email subscription and weather API integration
- Developed automated social media image generation system used during the 2022 U.S. midterm election coverage

The New School | New York, NY | Jun 2019 — Jan 2023

Part-time Faculty & Instructional Staff

- Co-taught graduate course “Currents: Net Art 0101”, mentoring students in interactive web development and digital art production
- Developed course website and supported student projects for “Currents: Code Decolonized”
- Provided 1-on-1 tutoring in front-end development, design fundamentals and creative coding through the University Learning Center

Education

Parsons School of Design — The New School | New York, NY | 2019 — 2021

MFA Design and Technology

Koç University | Istanbul, Turkey | 2014 — 2018

BA Media and Visual Arts

Skills

Design | Figma, Lottie, Affinity Designer, Adobe Photoshop, Adobe Illustrator, Superwall

Code | TypeScript, JavaScript, Node.js, React, Svelte, HTML, CSS, Python, Git

Strengths | Rapid iteration, responsive design, design systems, Growth UX, A/B testing