

Adam Dali

Product Designer

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Experience

Product designer at Volpine

Feb 2023 - Jan 2024 | San Francisco, CA

- Led redesign of Volpine's load testing and DDoS tool, resulting in a **20%** increase in user satisfaction.
- Revamped visual design elements for clarity and consistency, reducing user confusion by **25%** and improving task completion.
- Implemented user-centric design approach, integrating usability study insights to enhance platform usability and streamline testing processes.
- Collaborated with development teams to translate design concepts into intuitive features, ensuring alignment with technical requirements.
- Conducted competitor analysis to identify areas for enhancement, resulting in targeted design improvements and increased competitive advantage.

UX Designer at Cengage

Nov 2019 - Dec 2022 | Remote

- Contributed to the UX design efforts for the development of a digital product aimed at enhancing access to course materials for educational institutions.
- Created wireframes, prototypes, and user flows to visualize and communicate design solutions.
- Iteratively designed and refined the user interface to improve usability and accessibility.
- Ensured consistency and adherence to brand guidelines throughout the product design.

Senior UX Designer at BelgiLabs

Jan 2015 - Apr 2019 | Remote

- Managed data collection via census app for **7M+** individuals with high accuracy.
- Implemented stringent validation checks for data accuracy, even in low-connectivity areas.
- Achieved **95%** success rate in offline data collection functionality.
- Maintained robust data security measures.
- Streamlined data access processes, reducing access time by **40%**.
- Achieved **50%** cost savings through digital transition.
- Managed report generation to provide actionable insights from census data.
- Led a mobile payment app serving over **1M+** users, facilitating **100M+** transactions to date.

Education

Fatih University

Istanbul, Turkey

B.S. Computer Engineering

- Developed proficiency in programming languages.
- Studied and implemented algorithms for problem-solving and efficiency.
- Gained an understanding of software development methodologies.

Skills

Tools

Figma
Sketch
Framer
Webflow
Adobe Creative Suite

UX

User Research
Information Architecture
Usability Testing
Wireframing
Prototyping
Design Systems

Prototyping

Java
JavaScript
HTML/CSS
Python
Git
Blender