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248.894.4350

Yeliz Karadayi
Desiggn, Interact, Prototype, Engineer

education
Carnegie Mellon University
Tangible Interaction Design Masters '15
Architecture Bachelors '14

programming
C#, C++
Python
Java
OpenGL
Javascript
TCP/IP Socket
HTML
CSS
Node.js

software
Figma
Grasshopper
AutoDesk, CAD, 3DS Max
Adobe Id, Ai, Ps, Ea, Dw, Pr, Ae
ProTools
Microsoft Office
RobotStudio
Sketchup
MeshLab
Ableton
Rhino
Grasshopper
Unity
Android Studio
Jetbrains
Arduino
RaspberryPi
Unreal
Visual Studio
PureData
XCode

fabrication
Laser Cutter
3D Printer
Vacuum Former
3-Axis- CNC
Woodshop machinery
Soldering Iron
6-Axis Robotic Arm

languages
Turkish
Spanish
Japanese

Meta
Product Design Prototyper
Nov 2018 - Present | Seattle, WA

Drove end-to-end design innovation by conceptualizing, designing, and developing interactive prototypes for future XR products, empowering cross-functional teams to gain conviction and inform strategic product decisions through tangible, user-centered demos.

Sony
Tangible Interaction Designer
July 2016 - Present | San Francisco, CA

Research through making: designing and building interaction systems used to study interactions for human-robot, virtual and augmented reality, and physical interfaces.

Autodesk
Artist in Residence
August 2016 - Present | San Francisco, CA

Exploring augmented reality design tools such as CAD which integrate haptics and enable delightful and fun creative processes.

Immersion
Interaction Designer
January 2016 - March 2016 | San Jose, CA

Designed and developed haptic applications on mobile devices in order to validate and optimize the use of haptics through rigorous user studies

Philips
Tangible Interaction Prototype Intern
May 2015 - December 2015 | Monroeville, PA

Innovated physical interactions with healthcare devices to get the design team thinking beyond the digital interface. Introduced parametricism to product design.

Carnegie Mellon University
Lead UX Designer - Rapid Prototyping for Computer Systems
January 2015 – July 2015 | Pittsburgh, PA

Bridged engineering and HCI teams by designing alongside both and maintaing a dialogue. Lead team in UX design via wireframes, user tests, and visual mockups.

Synthetic Flows Teaching Assistant
January 2014 – July 2015 | Pittsburgh, PA

Educated students in computational design thinking by guiding conceptual development of computational ecological systems and providing technical advice.

Digital Fabrication Fellow
August 2014 – December 2014 | Pittsburgh, PA

Started up the digital fabrication lab in its first year. Encouraged student activity within the physical computing lab, and fabricated casing for equipment.