Han Sarioglu · Senior Product & UI/UX Designer

Game UI/UX & Systems Design · karahan.sarioglu@gmail.com · +90 (546) 257-7318 · Izmir, Turkey - *Open to relocation*
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SUMMARY

Senior product designer focused on game UI/UX, with a strong art direction background. Five years of making dense B2B interfaces easy to use, and I've owned brand identity and visual systems from rebrand to component library. Now taking that into games, from interface to overall look. Computer engineering degree, so I can talk feasibility with engineers. Led a three-person design team across two countries.

WORK EXPERIENCE

Freelance **Oct 2025 – Present**

Senior Product & Game UI/UX Designer *Remote*

- Product UX, design system, and brand identity work for international clients, plus six months building a game UI/UX portfolio.
- End-to-end redesign of a published mobile puzzle game, plus game concepts.

The Despatch Company **Mar 2024 – Oct 2025**

Product Designer *Yorkshire, UK*

- Owned end-to-end UX for the warehouse order management platform across 40+ client warehouses and 1,500+ daily users, reconciling sites that each ran different picking strategies, staffing models, and scanner hardware.
- Redesigned the core picking and packing flows; task completion time fell 18–25%, measured against the platform's own operational telemetry before and after release.
- Rebuilt first-run configuration and onboarding, cutting usability-related support tickets by roughly a quarter over six months.
- Built and maintained the design system in Figma, covering the component library, usage rules, and handoff standards, then drove adoption across the product team.
- Partnered with PMs and engineers on prioritisation and feasibility trade-offs, using prototypes to surface stakeholder disagreement before build rather than after.

Innoscripta **Jun 2023 – Feb 2024**

Product Designer, Team Lead *Istanbul, Turkey & Munich, Germany*

- Led three designers and set UX and brand direction for the Turkish operation, working into the Munich product organisation.
- Led product strategy and designed AI-assisted project and document management modules for 500+ enterprise users, spanning ingestion, review workflows, and permissions. Iterated the review path through usability testing to cut steps from the critical workflow.
- Drove the company rebrand end to end and standardised components to hold a distributed, two-country team to one visual language.

Jeffromi Studio **Dec 2022 – May 2023**

Product Designer *Istanbul, Turkey*

- Delivered brand identity systems for 8+ clients across SaaS, food service, and consultancy.
- Designed a responsive food delivery prototype focused on checkout and reorder, validated with 20+ moderated sessions.

Engcode **Aug 2021 – Nov 2022**

Product Designer *London, UK*

- Designed UX/UI for DeFi and NFT platforms serving 10,000+ monthly users, including wallet connection, transaction confirmation, and asset management, where a mis-click is irreversible.
- Simplified the wallet connection flow, reducing onboarding drop-off by 17% across the funnel.
- Owned branding and design system work end to end across 15+ client engagements, including projects for LG, Philips, Google, and Fitbit.
- Ran usability testing across Web3 and fintech interfaces and standardised components to speed up engineering handoff.

EDUCATION

Mehmet Akif Ersoy University

BSc Computer Engineering *Turkey*

University of Ostrava

Erasmus Exchange, Computer Science *Ostrava, Czechia*

SKILLS

- **Product & Strategy:** Product strategy, product management, roadmap prioritisation, stakeholder alignment, cross-functional collaboration
- **UX & Research:** User experience (UX), user interface (UI), user experience architecture, user research, interaction design, wireframing, prototyping, design systems, usability testing, A/B testing
- **Tools:** Figma, Framer, Adobe Creative Suite, Sketch, Webflow, Spline, Jira, Confluence, Miro, Notion, Airtable, Trello
- **Technical:** HTML, CSS, JavaScript
- **Languages:** English (C2), Turkish (native), French (A1)
- **Interests:** Behavioral psychology, etymology, human-centered AI, interactive systems, coffee craftsmanship, world literature