



Buğra Bal

UI/UX Designer

I'm an interdisciplinary designer focused on crafting human-centered and visually engaging digital experiences. I combine a background in communication design with hands-on experience in UI/UX, interaction, and visual storytelling. My work spans interface systems, motion design, and interactive media including VR environments. Collaborating across disciplines and cultures has enhanced my ability to turn complex ideas into intuitive, meaningful design outcomes.

Skills

Figma – Advanced

Adobe Suite – Advanced

HTML5 & CSS3 & Java Script – Good

UX Research & Usability Testing – Proficient

MS Word / Office Tools – Proficient

Languages

Turkish
Native C2

English
Intermediate B1

German
Intermediate A2+

Contact

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Adress
Pendik, İstanbul - TURKEY

Studies

2021 – 2025

Yıldız Technical University / Communication Design

Bachelor's Degree — GPA: 3.73/4.00 · High Honors

2025 – Present

Yıldız Technical University / Interactive Media Design

Master's (Thesis) Program

2024 – 2025

Hochschule Mainz / Communication Design (Erasmus+)

Completed an 6-month Erasmus program in Germany

Experience

2021 - Present

Matsev Yayıncılık / Design Lead

Started as a graphic designer, currently working remotely as the Head of Design. Involved in print, digital, and brand-related projects over the past 4 years.

2024 - 2025

ÖNDER (Önder İmam Hatipliler Derneği) / UI/UX Intern

1-year internship focusing on user interface and experience design for web and mobile platforms.

2023 - 2025

Istanbul Artistic Movement / Designer

Creating visual content, social media assets, and event materials for a multidisciplinary art collective.

2022–2023 & 2024–2025

Istanbul Uni. Mathematics Club / Design Coordinator

Led visual design efforts and coordinated a team for social media, posters, and event branding.