

# meriç dağlı

## education

### **Carnegie Mellon University**

Class of 2018 · Pittsburgh, PA

Master of Design in Design for Interactions

### **Middle East Technical University (METU)**

Class of 2013 · Ankara, Turkey

Bachelor of Industrial Design

### **Kassel School of Art & Design**

Fall, 2012 · Kassel, Germany

Product Design (Exchange)

## recognition

### **Mentee — Andreessen Horowitz (a16z)**

One of 30 students of Gen. Design Program Cycle V

### **IBM Watson Prize — Emirates ML & AI Hackathon '17**

Designed "EM: A Conversational Travel Companion"

### **Works Shortlisted — Interaction Awards '18 by IxDA**

"Future Voices" and "Project Sheperd"

### **\$1,000 Grant — kynamatrix Research Network '18**

Thesis Proposal: "Designing 'Trustworthy' Interactions for Opening the Black Box of Autonomous Agents"

### **Maker — Maker Faire Pittsburgh '17 and Ankara '18**

Presented "SocialVR" and "Project Sheperd"

### **Participated — Microsoft Design Expo '17**

Presented "Moment: Memory Recalling via Mixed Reality"

### **First Author — TEI'17 International Design Conference**

Presented "Corus: Co-Sleeping via Mixed Reality"

### **Full Scholarship — Ministry of Economy, Turkey '16**

Attended Carnegie Mellon University, School of Design

### **Finalist — IDEA 2015 and Red Dot Design Award '15**

### **1st Place — V. Packaging Design Contest '15, Turkey**

### **1st Place — Yıldız Holding Marketing Comms Contest '14**

### **Participated — 2nd Istanbul Design Biennial '14**

## Interaction Designer

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## experience

### **Interaction Design Intern — Carbon Health**

May – Aug 2017 · San Francisco, CA

Helped to redesign the Carbon clinic experience by delivering service blueprints, multi-device user flows, and prototypes for 2018 launch.

### **Interaction Designer — IRL Labs (CMU Spinoff)**

Jan 2017 – Now · Pittsburgh, PA

SocialVR Lab: Shipped a web editor and Android VR viewer for a virtual reality authoring tool. Facilitated user tests in multiple EdTech events.

Dranimate: Designing a tool for animating any 2D image via gestures and digital puppetry. Given a demo at Google SPAN Pittsburgh 2017.

### **Teaching/Research Assistant — Carnegie Mellon University**

Aug 2016 – Now · Pittsburgh, PA

Assisted Dr. Peter Scupelli for teaching. Assisted Dr. Stacie Rohrbach for qualitative data analysis and Dr. Ali Momeni for UX strategy.

### **UX Researcher (Co-Op/Thesis) — Eczacibasi Group, Vitra**

Apr 2016 – Jan 2017 · Bilecik, Turkey

Conducted an evaluative lab study (n=20) that investigated the relationship of trust and long-term adoption of a smart product.

### **Communication Designer (Research Assistant) — METU**

Jan 2014 – July 2016 · Ankara, Turkey

Designed visual artifacts including print&digital campaigns, merchandising, and wayfinding as part of university's 3-person in-house design team.

### **UX Designer (Contractor) — Navek Technology**

June 2015 – August 2015 · Ankara, Turkey

Redesigned an e-recruitment process and homepage for Decathlon Turkey.

### **Product Designer — Esetron Smart Electronics**

Aug 2013 – Dec 2013 · Ankara, Turkey

## skills

### **Design**

Sketch  
Invision - Principle  
Adobe CC  
Rhinceros  
Cinema 4D / 3Ds Max  
Keyshot - Vray  
HTML - CSS

### **Research**

Wireframing  
Storyboarding  
Qualitative Research  
Video Sketching  
Usability Testing  
Prototyping  
(Physical - Digital)

### **Basics of**

Javascript  
Framer  
Origami  
Unity - C#  
Ruby  
Dialogflow  
Processing - P5.js  
Arduino - Electronics

### **Photography**