

meriç dađlı

Product Designer

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education

Carnegie Mellon University (CMU)

Class of 2018 · Pittsburgh, PA

Master of Design in Design for Interactions,
Thesis: "Designing for Trust - Exploring Trust and
Collaboration in Conversational Agents for E-commerce"

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)

awards

Thesis Grant Award · kynamatrix Research Network

2018 · Redmond, WA, USA

Shortlisted · Interaction Awards by IxDA

2018 · Lyon, France

IBM Watson Prize · Emirates ML & AI Hackathon

2017 · Sunnyvale, CA, USA

2-Year Full Scholarship Award · Ministry of Economy, Turkey

2016 · Ankara, Turkey

Finalist · International Design Excellence Awards

2015 · Detroit, MA, USA

1st place, Packaging · V. National Cardboard Design Contest

2015 · Istanbul, Turkey

1st Place, Display · V. National Cardboard Design Contest

2015 · Istanbul, Turkey

2nd Place, Display · IV. National Cardboard Design Contest

2014 · Istanbul, Turkey

1st Place · Yıldız Holding Marketing Communications Contest

2014 · Istanbul, Turkey

publication

TEI 2017 Tangible Embedded & Embodied Interaction

20-23 March 2017 · Yokohama, Japan

Meric Dagli et al. 2017. Corus: A Holographic Candle System with Intuitive Gestural Interaction and Ambient Feedback to Promote Co-Sleeping. In Proceedings of the 11th International Conference on Tangible, Embedded, and Embodied Interaction (TEI '17). ACM, New York, NY, USA, 571-577.

experience

User Experience Designer · LinkedIn

July 2018 - Now · San Francisco, CA

LinkedIn Groups: Connecting world's professionals through quality conversations within communities they trust.

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.

Interaction Designer · IRL Labs (CMU Spinoff)

Jan 2017 - July 2018 · Pittsburgh, PA

SocialVR Lab: Shipped a virtual reality authoring tool. Facilitated user tests in multiple EdTech events.

Dramimate: Designed 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 - May 2018 · Pittsburgh, PA

Assisted Dr. Peter Scupelli for teaching, 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

Designed 2-step online recruiting experience for Decathlon Turkey.

Product Designer · Esetron Smart Electronics

Aug 2013 - Dec 2013 · Ankara, Turkey

skills

In the product design process

Problem Framing, User Research, Concept Development, Ideation, Storyboarding, Wireframing, Interactive Prototyping

Tools

Sketch, Figma, Invision, Principle, Adobe Creative Suite, HTML, CSS, Rhinoceros, Cinema 4D, 3DS Max, Keyshot, V-Ray, Photography, Workshop Tools

Basics of

Javascript, Unity - C#, Ruby, Dialogflow, Arduino, Framer