

Artun Sepken

UI/UX & Visual Designer

artunsepken.com | artunsepken@icloud.com | +43 664 247 7115

linkedin.com/in/artunsepken | Graz, Austria



UI/UX & Visual Designer with 3+ years of professional experience across digital product design, visual communication and branding. Proficient in Figma, prototyping and the full Adobe Creative Suite, with a strong foundation in user research and interface design. Currently pursuing an MA in Communication, Media, Sound and Interaction Design at FH Joanneum, Graz. Available for part-time, working-student, or freelance roles in international work environments.

Education

Master's in Communication, Media, Sound and Interaction Design, FH Joanneum, 2025-2027

Interaction Design study track, with coursework in UX research, design management, and media theory. Focused on Human-Computer Interaction, user-centered research methods and the design of interactive systems.

Exchange Year, Art History, Universität Bern, 2021-2022

Completed coursework in European art, media history and visual culture as an exchange student for one year. Strengthened analytical skills and cross-cultural understanding through academic research and writing.

Bachelor's in Visual Communication Design, Istanbul Bilgi University, 2020-2025

Studied branding, typography, information design, motion graphics, interface design and experience design. Built strong skills in visual systems, digital media, photography, video production and research-driven design. Completed senior project on communication-centered interactive systems. Program was fully taught in English with a 100% merit scholarship.

Minor in Digital Game Design, Istanbul Bilgi University, 2020-2025

Focused on interactive storytelling, prototyping and gameplay systems. Took studio courses in game design, narrative design, game development and experience design in digital media. Worked with Unity and Unreal in early prototyping and learned how interaction principles in games translate into broader UX and communication contexts.

Selected Projects

i2P Design for Future, CERN

March – May 2026

Selected to represent FH Joanneum in an intensive international design-research program at CERN IdeaSquare, working alongside design and business students from FH Joanneum, Hochschule München and LAB University (Finland). The program centered on navigating open-ended, ambiguous problems through structured design research, iterative prototyping and continuous user testing, learning to translate research insights into concrete interaction and experience concepts.

- Applied design-thinking and research methods (Lotus Blossom ideation, benchmarking, qualitative synthesis) to frame complex problems as systems, working across disciplines with students from design and business backgrounds and three universities
- Ran weekly research-and-prototyping cycles, reframing the problem statement each week and building a new prototype type (radical, critical-experience, dark-horse, funky, and subsystem), using rapid iteration to test assumptions and surface insights early
- Designed and conducted user testing, surveys and social experiments across two countries (Austria and Finland), then aligned and synthesized the findings to validate each iteration and steer the direction of the final concept
- Presented the final concept at a closing showcase in Munich; engaged throughout with CERN researchers, a lecture from NASA's NIAC program, and World Wide Web co-developer Robert Cailliau

Professional Experience

Visual Communication Design and Marketing Communication Specialist

August 2024 – September 2025

CASPER Computer Systems, Istanbul - Two Recommendation letters available upon request.

- Reported directly to the CMO, owning design execution across brand, campaign and digital projects for Turkey's leading PC manufacturer

- Collaborated with Intel, NVIDIA and Microsoft on budget-supported marketing campaigns, leading the design execution for high-impact visuals as part of a cross-functional team
- Directed creative projects with external agencies, managing briefs, timelines, and quality control across multiple platforms
- Designed and delivered visuals for Turkey's leading retail and e-retail platforms, including companies like Trendyol, Hepsiburada, and MediaMarkt
- Led multichannel campaigns across outdoor, cinema, television, and digital platforms, from concept through final delivery
- Designed UI/UX for casper.com.tr, including product pages, campaign microsites, and interactive features
- Managed print and outdoor advertising projects, including lightboxes, photoblocks, and billboards
- Produced motion design and video content for retail displays, cinema ads, and TV campaigns
- Ensured all Casper-related projects adhered to Microsoft branding standards, taking full responsibility for maintaining compliance across every touchpoint

Co-Founder & Design Lead
NO:118 Creative, Istanbul

October 2024 – September 2025

- Co-founded NO:118 Creative, a boutique agency focused on branding, UI/UX design, and 3D visualization
- Worked on small-scale branding and digital design projects for clients in various industries
- Developed visual identity systems, digital assets, and UI concepts for early-stage brands
- Managed client communications and project workflows, ensuring creative consistency across different platforms
- Experimented with AI-assisted design workflows to explore new creative possibilities

Graphic Design Specialist

June 2024 – August 2024

Biges Safe Life Technologies, Istanbul - Recommendation letter available upon request

- Designed mailings and social media content to enhance brand presence for Biges and its subcompany, Hybrone
- Filmed and edited promotional videos to deliver engaging multimedia content
- Led motion design projects, collaborating with the marketing team to produce impactful visuals across platforms

Founder Board Member & Design Team Lead

January 2024 – October 2024

Boşluk Magazine, Istanbul Bilgi University

- Led the branding and identity design for the university's student-run magazine
- Managed the editorial design team, ensuring cohesive and visually engaging layouts
- Conducted research and prepared presentations to guide creative direction
- Designed various pages, contributing to the magazine's overall aesthetic and readability

Marketing Communication Intern

October 2022 – January 2024

Marketing Communication Department, Istanbul Bilgi University

- Managed photography and videography for over 30 university-run events, including seminars, panels, and festivals
- Captured and produced high-quality visual content to enhance promotional efforts
- Created and designed social media content, contributing to a 25% increase in online engagement
- Collaborated with the marketing team to align visual materials with the university's branding strategy

Visual Designer

July 2023 – October 2023

BcmA Berlin, Berlin Con mucho Arte - Recommendation letter available upon request

- Designed physical 3D exhibition spaces and produced promotional materials for the gallery's shows, including the "Mars Attacks Frankfurt" and "Hope Step the Lava Flow" exhibitions
- Adapted exhibition content to social media formats and supported photography and video editing for the gallery's visual storytelling
- Worked on-site in Berlin in a bilingual English- and German-language environment, collaborating with local artists and the gallery team

Graphic Designer

July 2021 – July 2023

KASDER: Turkish Muscle Diseases Association, Istanbul

- Created visual content, flyers, and promotional materials for mailings, social media, and campaigns, supporting community outreach and engagement
- Built and maintained the association's WordPress website (incl. light CSS) and designed the interface for a web-based guide that users navigated online

Professional Affiliations

Istanbul Bilgi University: Visual Design Student Club, Founding President (2023-2025)

- Launched the university's first visual-design student club and built an active, cross-disciplinary community
- Managed club communications and social channels, raising visibility across the university and neighbouring design programs. Oversaw budgeting, sponsorship outreach and event logistics to keep all activities financially sustainable
- Curated speaker series with industry professionals to bridge academic learning and real-world practice. Organized campus exhibitions and pop-up showcases, providing members with portfolio-ready project exposure

Association of Graphic Designers in Turkey (GMK), Active Volunteer since 2024

Languages

Turkish : Native

English : Proficient, IELTS 7.5

German : Intermediate, B1 Certificate from Universität Bern

Certifications

IBM Introduction to Web Development with HTML5, CSS3, and JavaScript

MichiganX • GL101x Leading Change: Go Beyond Gamification with Gameful Learning

The Open University Designing the User Interface

HP A Complete Guide to Game Design

HP From Code to Creation: Mastering Game Programming

Arizona State University Basic Python Programming

Arizona State University Understanding Data Sources

Samsung dART Digital Art Online Certificate

Technical Skills

Adobe Creative Suite: Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Lightroom

3D & Motion: Cinema 4D, Blender, Unreal Engine, Unity

UI/UX & Web: Figma, FigJam, prototyping, wireframing, design systems, WordPress, HTML/CSS

UX Methods: User research, usability testing, information architecture, user journey mapping, iterative design

Creative Coding & Prototyping: Processing, Python, C#, C++, Arduino/OSC, Unity

Photography & Videography: Shooting, editing, post-production