

Ege Celikgogus, MSc

Product & Interaction Designer

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Interaction designer working where **physical products and digital systems meet**. I move across HMI, apps and complex web platforms, from user flows and interaction concepts to interactive prototypes and scalable, **token-based design systems**. My **industrial design background** gives me a strong feel for the HMI side, how an interface behaves across screen and physical device. I teach **UI/UX, Figma and vibe coding**, and I prototype fast with AI tools like Claude to make ideas tangible and testable quickly.

■ Education

MSc Human-Computer Interaction (grade 1.3)

Paris Lodron University Salzburg + FH Salzburg · 2022 – 2025

- Master's thesis (grade 1.0): designed and built a **hardware-software interface** end to end, a custom wearable device (ESP32, BLE heart-rate sensor, LED driver) delivering **ambient, glanceable feedback**, and evaluated it in a **within-subject study** (N=11); rated significantly clearer than an Apple Watch (p=0.0403). Two ACM publications, **Best Demo Award**.

BA Industrial Product Design

Bahçeşehir University, Istanbul · 2018 – 2021

■ Experience

Atelier04

Course Instructor · Vienna · on-site · Jun 2026 – present

- Teach **interaction and UI/UX design** in Figma: interaction concepts, **states, feedback and transitions**, motion principles, component-based **design systems** and interactive prototyping.
- Teach AI-assisted design workflows and **vibe coding**, plus 3D fundamentals in Blender, using tools like **Claude** to turn ideas into functional prototypes quickly.

Radio ORANGE 94.0 (RadioBiz)

Web Designer & Producer · Vienna · volunteer · Jan 2026 – present

- Translated loose requirements into a clear, consistent interface and built a responsive web platform (radiobiz.at) end to end in **HTML/CSS/JavaScript**, with animated UI, CMS and a custom audio player.
- Owned the full **design-to-development process** solo, from interaction concept to shipped, high-fidelity implementation.

University of Salzburg (PLUSTRACK + CIVIS Erasmus+)

Interaction Designer & Researcher · Salzburg · Sep 2023 – Nov 2025

- Designed StudentPlace, a complex role-based web platform: translated processes and technical constraints into intuitive **user flows and interaction concepts** across multiple user roles and permission tiers.
- Built and documented a **scalable, modular design system** in Figma (components, variables, **design tokens**, patterns and states) and drove consistency from design through to **developer handoff**.
- Ran **usability testing and user research** to validate and iterate concepts, and built intergenerational-learning.com end to end (CIVIS: Salzburg, Madrid, Athens) as a **WCAG-compliant**, component-based UI.

Razer Inc. + WYVRN

3D Interaction Designer · industry project · remote · Sep 2023 – Feb 2024

- Designed a **spatial 3D UI** authoring tool for game developers in **Unity**, within Razer's design system: interaction concepts, UI states and **3D and haptic feedback mechanisms** for building in-game experiences.
- Worked close to **embedded and hardware constraints**, translating complex functionality into an intuitive interface. Graded 1.0 and highly rated by the team.

ERSA Furniture

Product & 3D Designer · Istanbul · on-site · Nov 2021 – 2023

- Industrial and presentation design across 20+ product collections: form, CMF and materials, with a strong sense of how a **physical product** looks and feels in use.

- Produced **photorealistic 3D renders** and full InDesign catalogs, bridging physical product design and high-quality visual output.

■ Publications & Awards

- Celikgogus, E., van Rheden, V., Reichmann, M., Stefanidi, H., & Meschtscherjakov, A. (2025). Into the Zone: Assisting Runners with Maintaining Heart Rate Zones through a Glancable Ambient Display. MUM '25, ACM, Full Paper. doi.org/10.1145/3771882.3771897
- Celikgogus, E., van Rheden, V., & Meschtscherjakov, A. (2025). Into the Zone: Demo of Glancable Ambient LED-Goggles. SportsHCI '25, ACM, Demo Paper · **Best Demo Award**. doi.org/10.1145/3749385.3749403
- Media coverage: Marks, P. (2026). Performance Apps Look to Put More Fun Into Fitness. [Communications of the ACM](#) · Advanced Tech Award, GastroHackathon Salzburg 2022.

■ Skills & Tools

HMI & Interaction	Interaction design · HMI & embedded interfaces · states, feedback & transitions · motion principles · usability · information architecture
Design Systems	Figma (expert) · scalable design systems · component libraries · variables & design tokens · interactive prototyping · style guides
Hardware & 3D	ESP32 · BLE · Arduino · spatial/3D UI · Unity · three.js · Blender · physical-digital prototyping
Code & Vibe coding	HTML/CSS · JavaScript · React · AI-assisted (vibe) coding · rapid prototyping · design engineering
AI Tools	Claude (incl. Claude Code) · Cursor · Midjourney · prompt engineering
Languages	Turkish (native) · English (C1) · German (B2, C1 in progress) · French (A2)

■ References

Univ.-Prof. Dr. Alexander Meschtscherjakov Center for HCI, University of Salzburg alexander.meschtscherjakov@plus.ac.at	Vincent van Rheden, MSc PDEng Center for HCI, University of Salzburg (hardware & interaction) vincent.vanrheden@plus.ac.at
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