



Ege Çelikgögüs, MSc

UX/ UI Designer

Turkish Citizen holding an Austrian Student Residence Permit

WORK EXPERIENCE

UX/UI DESIGNER, [UNIVERSITY OF SALZBURG - CIVIS](#)

Feb 2026 - April 2026 / Freelance, Remote / Salzburg, Austria

- **Intergenerational Learning web & branding design:** Designed and developed the CIVIS' project website covering information architecture, UX wireframes, visual theme, responsive front-end, accessibility, and GDPR-compliant implementation.
- Built a shared material library, moderated community forum, and event calendar; delivered handover documentation enabling non-technical editorial management.
- **Tools used:** Wix Studio, Figma, Adobe Photoshop
- **Live Website:** [intergenerational-learning.com](#)

WEB DESIGNER, [RADIO ORANGE WIEN](#)

Jan 2026 – Now / Voluntary, Remote / Vienna, Austria

- Redesigned the visual identity and web presence of RadioBiz, developing a refreshed brand direction, updated layout system, and improved navigation structure, news and live podcast functionalities.
- Created logos, motion graphics and promotional visuals to support on-air and digital communication across social media channels.
- **Tools used:** Wix Studio, Adobe Photoshop, After Effects
- **Live Website:** [radiobiz.at](#)

UX/UI DESIGNER, [UNIVERSITY OF SALZBURG - PLUSTRACK](#)

Sep 2023 - April 2024 / Part-time, Hybrid / Salzburg, Austria

- **Student Place student information system re-design:** analyzed and optimized the existing interface based on user feedback from NaWi students, reducing identified pain-points through market research, wireframes, prototypes, and usability testing. The launch is planned in June 2026.
- Collaborated with senior researchers and developers to iterate on the designs and define the final outlook.
- Created reusable Figma components, variables, and visual guideline documentation to standardize typography, spacing.
- Re-designed [Plustrack](#), and [Social Psychology](#) websites, updated visual system and layout templates, rebuilt key pages in WordPress and aligned styles with university guidelines for consistency.
- **Tools used:** Figma, Illustrator, Photoshop, SharePoint, WordPress.

UX/UI DESIGNER, [RAZER INC. + WYVRN](#)

Sep 2023 - Feb 2024 / FH Industry Project / Salzburg, Austria

- Collaborated on the design of an iterative 3D haptics tool for a 360-degree [spatial UI for game developers](#) working within Razer's existing design system to maintain product consistency.
- Planned, organized, and conducted two rounds of user testings with game developers, iteratively optimizing the interface based on feedback and reducing interaction errors by refining spatial controls.
- Maintained design standards with other products of Razer.
- **Tools used:** Figma, Blender, After Effects, Unity, Miro

CONTACT

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Münchenstraße 22/18, 1120 Vienna

EDUCATION

**UNIVERSITY OF SALZBURG +
FH SALZBURG, AUG 2025**

MSc, Human Computer Interaction (1.3)

BAHCESEHIR UNIVERSITY, 2021

BA, Industrial Product Design (3.1)

AWARDS & RECOGNITIONS

COMMUNICATIONS ACM, 2026

Article Mention by Paul Marks,

[Link to the Article](#)

BEST DEMO AWARD, 2025

SportsHCI Conference,

University of Twente, Netherlands

ADVANCED TECH AWARD, 2022

GastroHackaton, Salzburg

REFERENCES

**Univ. Prof. Dipl. Ing. Dr. Alexander
Meschtscherjakov** - University of
Salzburg

alexander.meschtscherjakov@plus.ac.at

Vincent van Rheden, MSc, PDEng -

Center for HCI, University of Salzburg

vincent.vanrheden@plus.ac.at

DESIGN AND PRESENTATION SPECIALIST, [ERSA FURNITURE](#)

Nov 2021 - Sep 2022 / Full-time, On-site / Istanbul, Turkey

- Developed furniture collections from initial concept through production-ready 3D models; created [photorealistic renderings](#) and animations for [catalogs](#), marketing materials, and presentations.
- End-to-end design projects: concept development, moodboards, technical specifications, manufacturer coordination, and sample approval processes.
- Collaborated closely with CMF designers and product teams to define materials, finishes, textures, and proportions; ensured designs met both aesthetic standards and manufacturing constraints.
- Established and maintained 3D and asset libraries (texture material, HDRI, props) for internal and customer-facing archives.
- **Tools used:** 3ds Max, Corona Renderer, Photoshop, After Effects, InDesign, AutoCAD, Rhinoceros, KeyShot.

PRODUCT DESIGN INTERN, [ERSA FURNITURE](#)

Aug 2021 - Oct 2021 / Full-time, On-site / Istanbul, Turkey

- Created 3D furniture models and photorealistic renders for client pitches and internal reviews, and produced CAD floor plans.
- Partnered with product teams to adapt assets for catalogs and web.

EDUCATION

MSc Human-Computer Interaction, (Graduation Note: 1.3)

[FH Salzburg + Paris Lodron University of Salzburg](#)

Sep 2022 - Aug 2025 / Joint-Degree Programme / Salzburg, Austria

- **Master Thesis (Noted 1)** : "Get In the Zone: Assisting Runners with Maintaining Heart Rate Zones through Visual Ambient Feedback"
- Coursework on Interaction Design, Game Design Principles, Applied Prototyping, Experience Engineering, Design Research and Creative Coding

BA Industrial Product Design, (GPA: 3.1)

[Bahcesehir University](#)

Feb 2018 - Jun 2021 / Istanbul, Turkey

- **Graduation Project (Noted A):** Sustainable Outdoor Furniture Design for UN's Sustainable Development Goal 7, Affordable and Clean Energy. The project implemented photovoltaic energy panels into street furniture for Istanbul residents.
- Coursework on product design studio, human factors, design marketing, and management.

PUBLICATIONS

"Into the Zone: Assisting Runners with Maintaining Heart Rate Zones through Visual Ambient Feedback"

- Accepted for 24th International Conference on Mobile and Ubiquitous Multimedia, 1-4 December Enna Italy, 2025
<https://dl.acm.org/doi/10.1145/3771882.3771897>

"Into the Zone: Demo of Glanceable Ambient LED Goggles to Assist Runners with Maintaining Heart Rate Zones"

- *Awarded the Best Demo*, Accepted for SportsHCI Conference, (University of Twente, Enschede, Netherlands 17-19 November 2025) <https://doi.org/10.1145/3749385.3749403>

LANGUAGES

- Turkish (Native)
- German (B2.1)
- English (C1)
- French (A2)

SOFTWARES

3D: 3dsMax, Rhinoceros, Blender, Corona, Keyshot, Unity

Web/UI Design: Figma, Photoshop, After Effects, DaVinci, WordPress, Framer, Wix Studio

Web Development: HTML, CSS, JS, React

Creative Coding: Arduino, C#, three.js

AI: Lovable, Bolt, Claude, Midjourney

Project Management: FigJam, Miro, Trello, Microsoft Teams/ Office, Zoom, LaTeX, Jira

SKILLS

- Design Systems
- Components, variables, tokens, auto layout
- User Research & Strategy
- Interaction Design
- Visual & UI Design
- 3D Workflows
- Accessibility & Standards
- HCI research methods
- Participatory design
- Prototyping (hardware + software)
- Mixed methods analysis
- Understanding of spatial/physical contexts