Özgür Dayanır

Product Designer | Fintech and Design Systems

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PROFILE

Product Designer with experience in cryptocurrency trading platforms, complex financial workflows, and token-driven design systems. Designs end-to-end web and mobile experiences, translating product requirements and competitive insights into clear user flows and reusable interface patterns.

PROFESSIONAL EXPERIENCE

Darkex | Tirana, Albania Jan 2025 - Aug 2026
Senior Design Engineer (formerly UX/UI Designer)

- Led product design and redesign across Spot and Futures trading, Hedger, P2P, Earn, and Task Center for web, responsive, and mobile experiences.
- Designed Hedger workflows for automated and manual hedging, counter-exchange management, take profit and stop loss settings, trade previews, and customizable workspaces.
- Designed P2P buyer and merchant journeys and refined complex trading flows through competitive benchmarking of leading cryptocurrency exchanges.
- Built a scalable design system using Figma Variables, primitive and semantic tokens, reusable components, variants, and interaction states for shared dark and light themes.
- Defined visual and interaction patterns with product and frontend teams, translating design decisions into implementation-ready specifications and reusable React patterns.

Loqalit | Remote 2026 - Present
Lead Product Designer (Volunteer)

- Lead product and interface design for an early-stage startup, translating requirements and user needs into core flows, visual direction, and reusable interface foundations.

Libre Studio | Kocaeli, Türkiye Mar 2023 - Sep 2023
UX/UI Designer

- Designed responsive SaaS interfaces with cross-functional teams and developed the company's design system for consistent product experiences.

Arina Digital | Istanbul, Türkiye Nov 2022 - Dec 2022
UX/UI Designer Trainee

- Contributed to client design projects using Figma, Adobe Photoshop, and Adobe Illustrator.

SKILLS

Product and UX: User flows, interaction design, complex financial workflows, competitive benchmarking, responsive UI, prototyping, developer handoff
Design systems: Figma Variables, design tokens, component architecture, variants, states, theming
Technical: HTML, CSS, JavaScript, TypeScript, React, Tailwind CSS
Tools: Figma, Framer, Webflow, Adobe Illustrator, Adobe Photoshop
Languages: Turkish (Native), English (Fluent)

EDUCATION AND TRAINING

Patika+ Frontend Web Development Bootcamp | 2024
Istanbul University-Cerrahpaşa | MSc, Forensic Medicine and Forensic Sciences (Thesis) | 2022
Ege University | BSc, Biochemistry | 2019
Selected training: Google UX Design (Coursera, 2023-2024)