

User Interface & Design

PORTFOLIO

ENVER EREN ALTINIŞIK

Project 1

Pardon App – Restaurant Finder & Web Menu

Description: A food venue discovery tool with map integration, smart filtering (by mood, cuisine, or venue type), and digital menu browsing. Users can access venue details, order via table-side QR, and explore personalized suggestions.

Media Design Focus: Interactive UI, dynamic filters, map overlays, and categorized content structure.

Tech Notes: Location API, card-based UI, mobile-first layout.

- INTERACTIVE UI
- UI
- RESPONSIVE
- MOBILE APP

Design Process & Tools

Wireframes & UI: Figma

Visual Assets: Adobe Illustrator, Photoshop

Prototyping & Animation: Adobe XD, After Effects, Lottie JSON



Duration: 4 Weeks

Platforms: Mobile App (iOS – Google Store)

Project 2

J-Fest App – Interactive Festival Guide

Description: Provides event schedules, map navigation, transport options, announcements, and general festival guidelines. The UI reflects the colorful and playful branding of the festival.

Media Design Focus: Real-time interactivity, live-updatable schedules, and themed visual design.

Tech Notes: Calendar integration, editable form fields, modular UI components.

- INTERACTIVE UI
- UI
- RESPONSIVE
- MOBILE APP

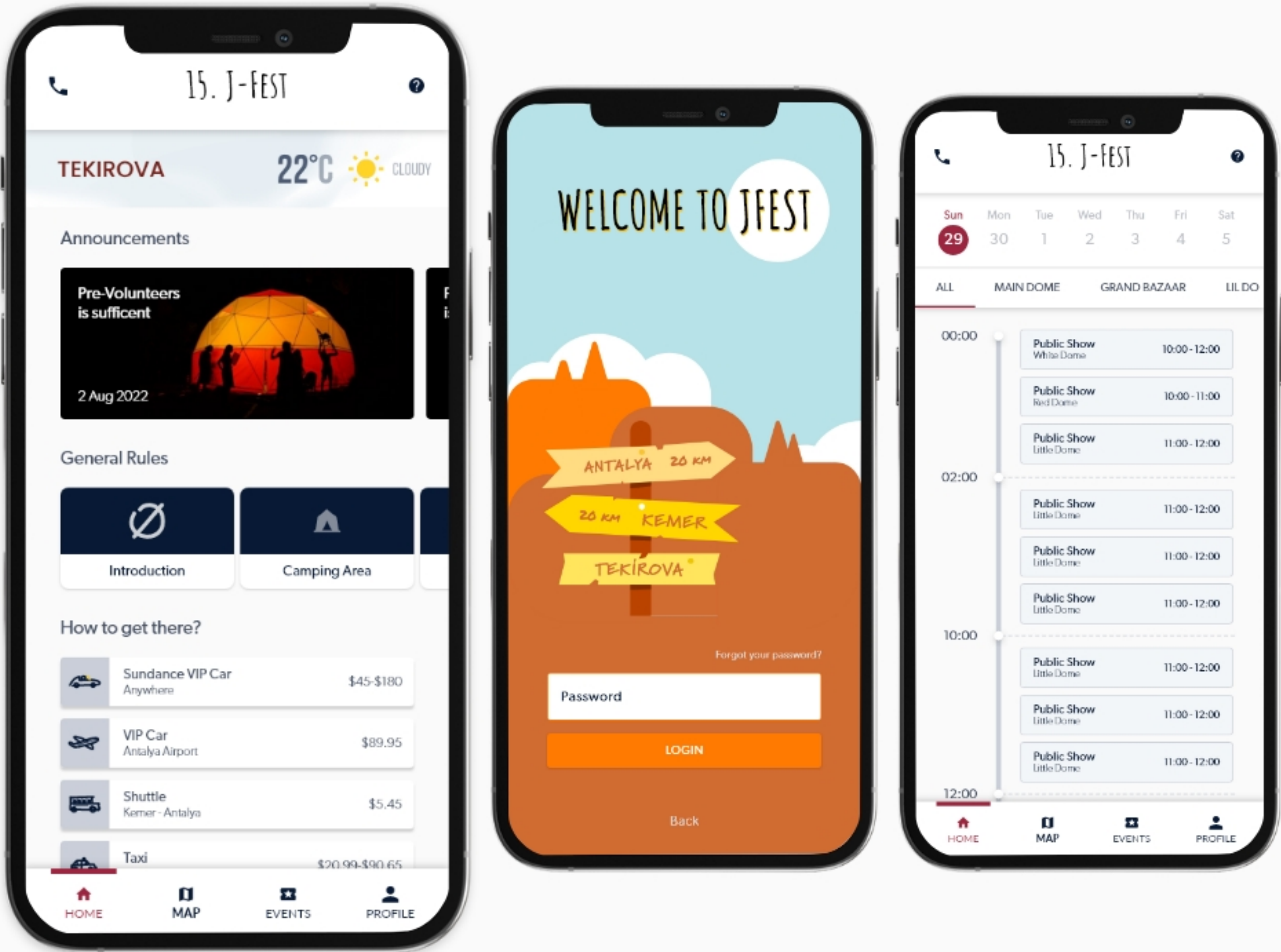
Design Process & Tools

Layout Design: **Figma**

Custom Icons & Illustrations: **Adobe Illustrator**

Animation: **After Effects + Lottie** for interactive transitions

Mockups & Prototyping: **Adobe XD**



Duration: 4 Weeks

Platforms: Mobile App

Project 3

Fuups AI – AI Art Generation & Marketplace

Description: Users generate images via prompts or sketches, then sell them in an integrated marketplace (Stripe/PayPal supported). The app includes image gallery browsing, profile systems, and social engagement.

Media Design Focus: AI interaction, real-time rendering feedback, marketplace integration, and dark-mode UI.

Tech Notes: AI model API integration, image grid UI, payment system.

- INTERACTIVE UI
- UI
- RESPONSIVE
- MOBILE APP

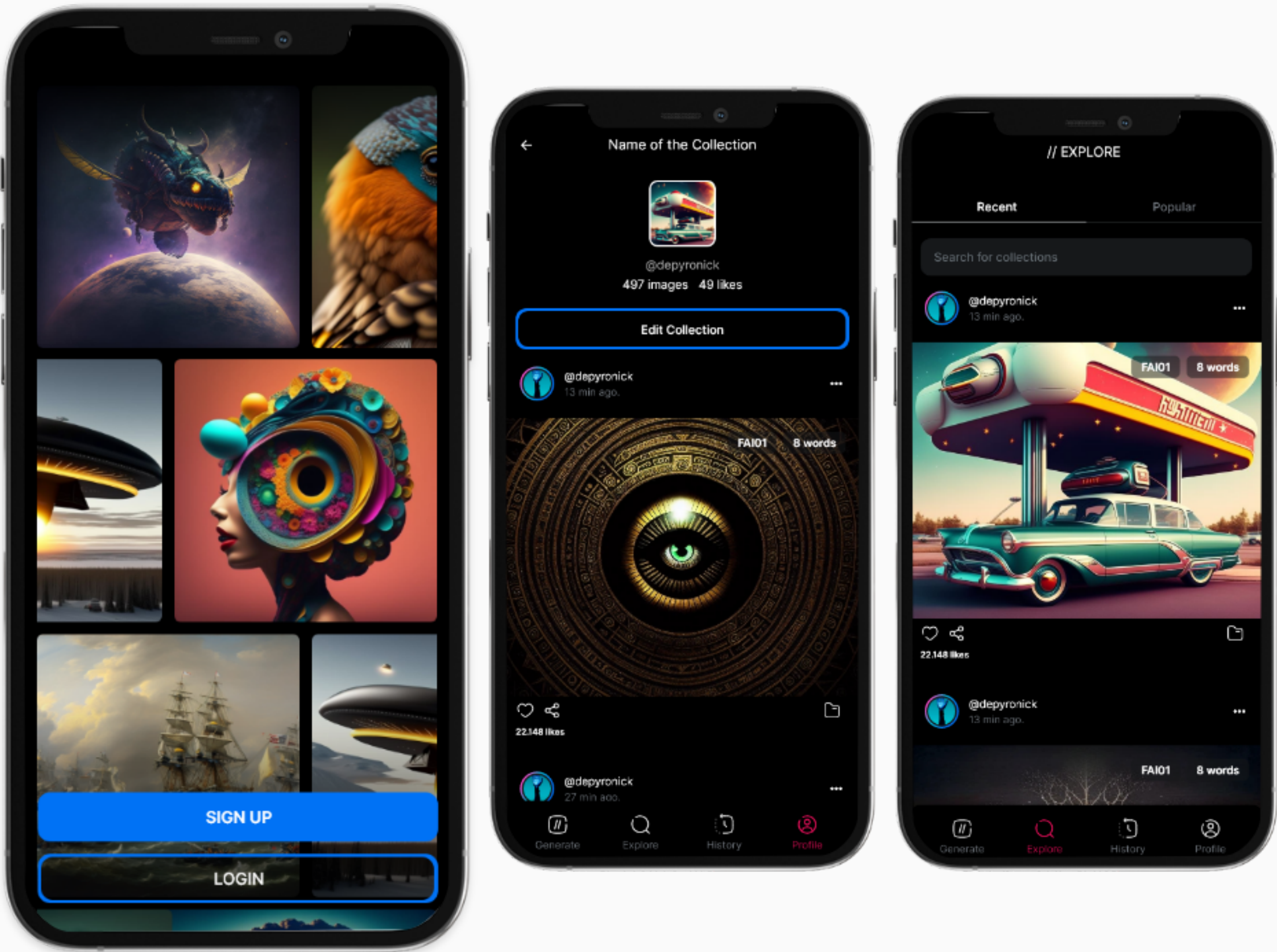
Design Process & Tools

Layout Design: **Figma**

Custom Icons & Illustrations: **Adobe Illustrator**

Animation: **After Effects + Lottie** for interactive transitions

Mockups & Prototyping: **Adobe XD**



Project 4

Driver App – DVIR & Task Management

Description: Designed for commercial vehicle drivers to complete inspections, manage tasks, communicate with dispatch, and track performance. Features include daily vehicle checks, scoring dashboards, and media uploads.

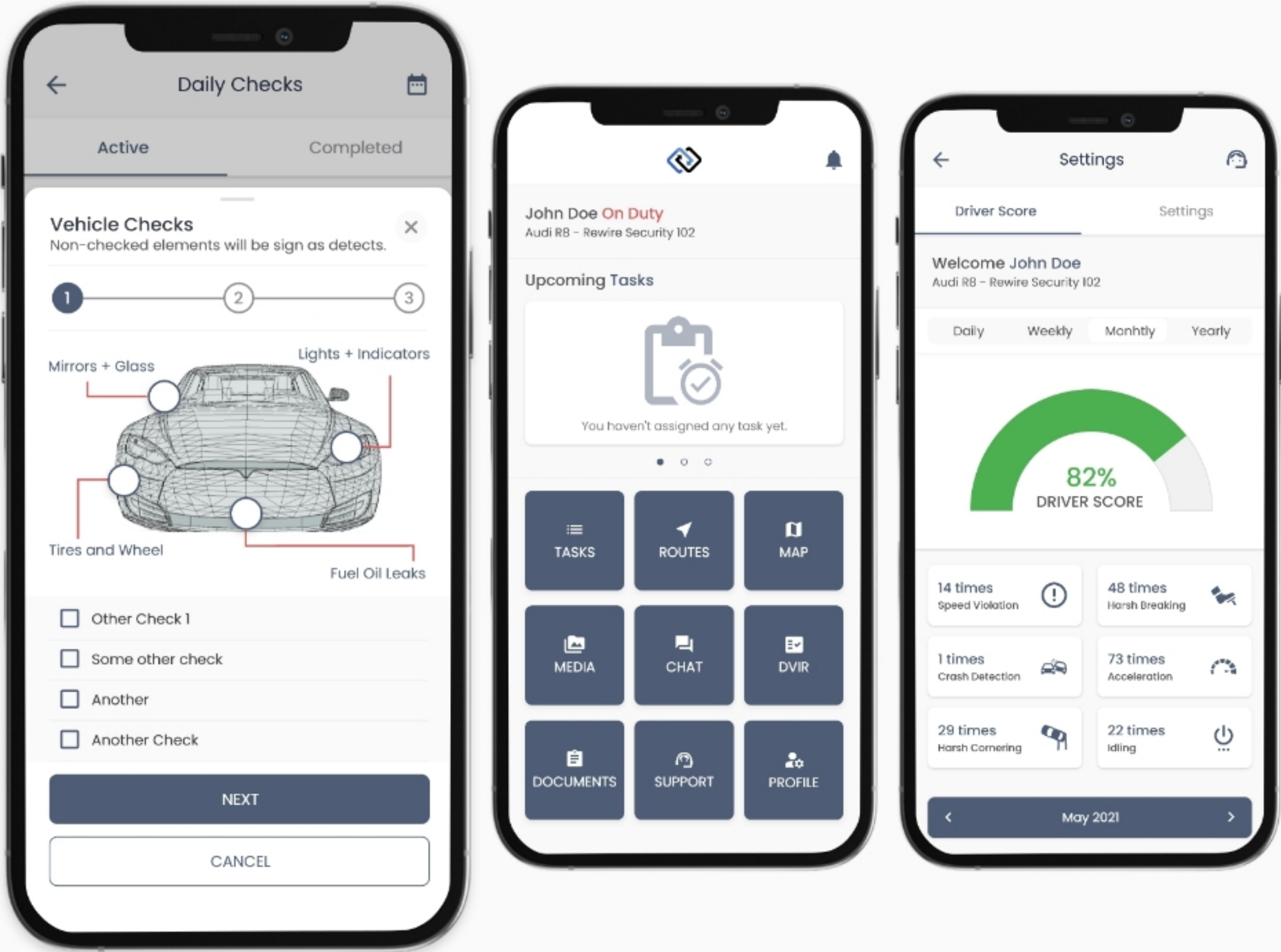
Media Design Focus: Data visualization (charts, scores), enterprise UI patterns, complex user flows.

Tech Notes: Forms, upload modules, dashboard views, enterprise-level layout.

- INTERACTIVE UI
- UI
- RESPONSIVE
- MOBILE APP

Design Process & Tools

- Layout Design: Figma
- Custom Icons & Illustrations: Adobe Illustrator
- Animation: After Effects + Lottie for interactive transitions
- Mockups & Prototyping: Adobe XD



Project 5

Web QR Menu

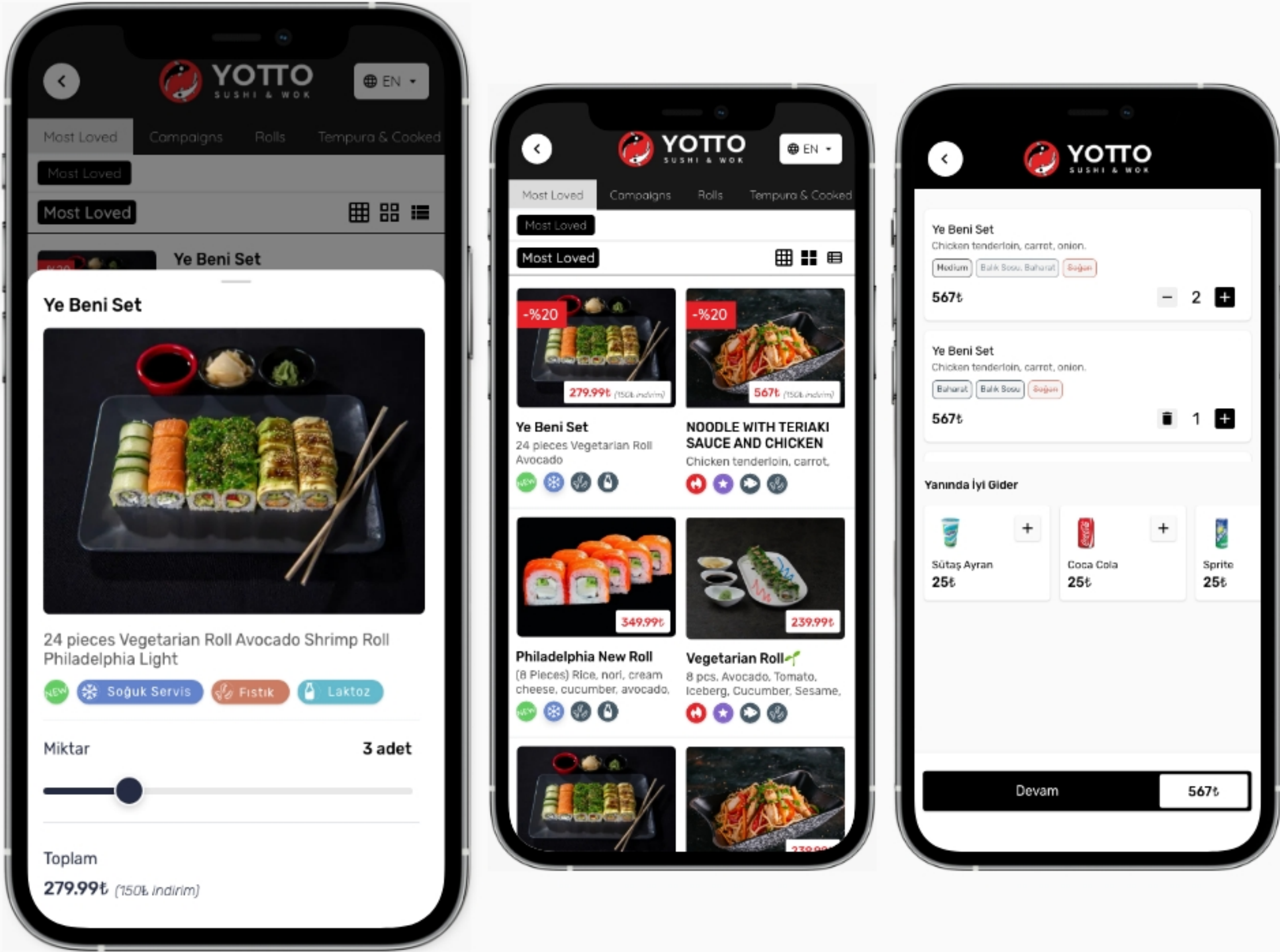
Description: A web-based digital menu system designed for restaurants. Customers scan a QR code to browse, customize, and order food items directly from their phones—no app download required. The interface supports item details, dietary labels (e.g., vegan, cold, nut-free), dynamic pricing, and upsell suggestions (drinks, sides).

Focus: Optimized for speed and clarity in a restaurant context, minimizing steps to place an order. The design emphasizes readability, mobile ergonomics, and modern brand aesthetics.

- INTERACTIVE UI
- UI
- RESPONSIVE
- MOBILE APP

Design Process & Tools

- Layout Design: Figma
- Custom Icons & Illustrations: Adobe Illustrator
- Animation: After Effects + Lottie for interactive transitions
- Mockups & Prototyping: Adobe XD



Project 6

Admin Panel – AI Suggestions & Insights

Description: A desktop admin panel that suggests AI-powered actions, detects content anomalies, and visualizes product performance. Designed for restaurant owners to optimize menu visibility and user engagement.

Media Design Focus: AI interaction UI, data-driven visual clarity, responsive admin dashboard behavior.

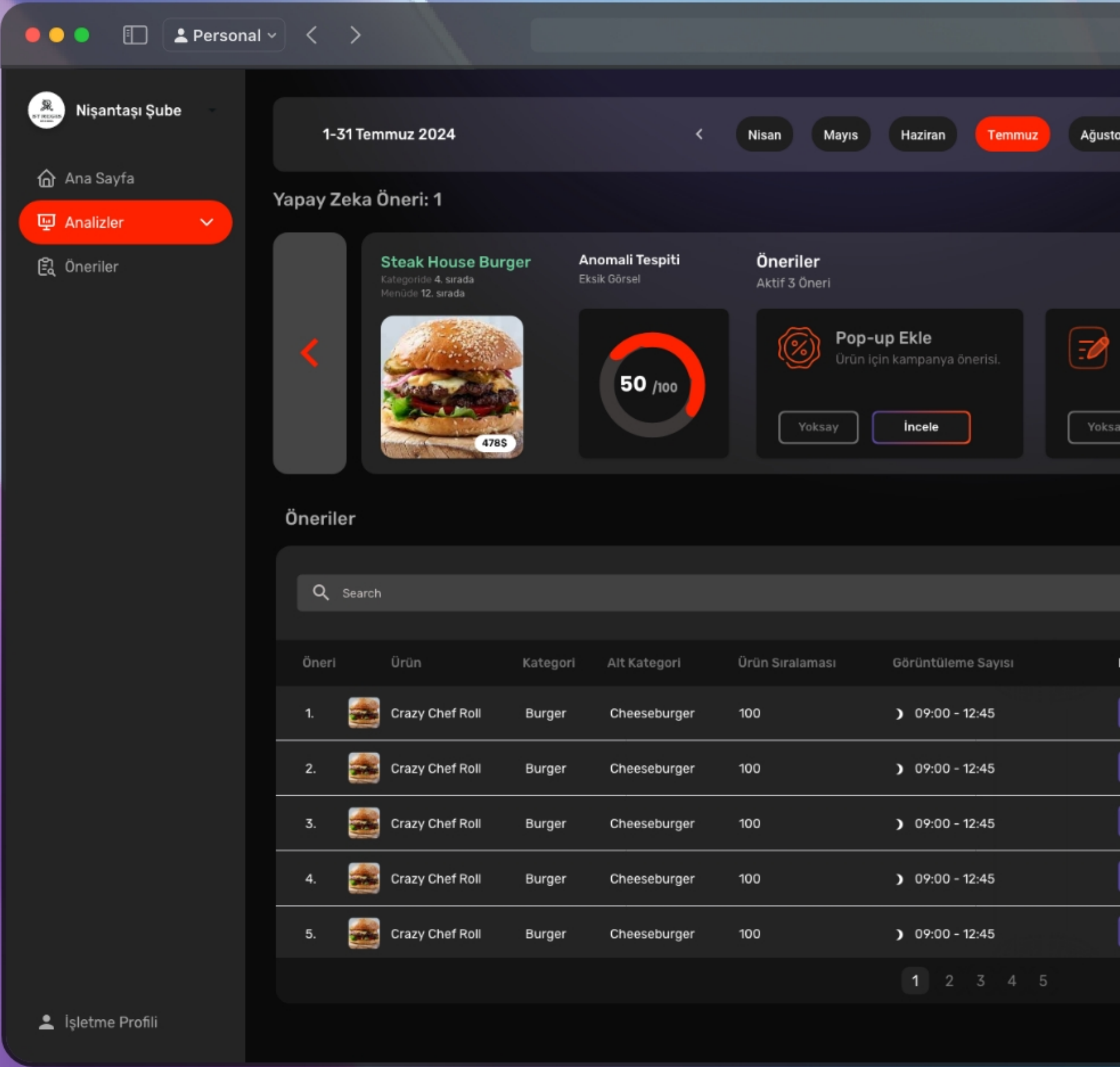
- INTERACTIVE UI
- UI
- RESPONSIVE
- WEB APP

Design Process & Tools

- UI Design: Figma
- Icons & Graphics: Adobe Illustrator
- Motion Design: Adobe After Effects
- Data Visualization: Custom UI in Figma with visual styling refined in Photoshop

Duration: 2 Weeks

6/15



Project 7

Admin Panel – Advanced Analytics Dashboard

Dashboard offering category-wise breakdowns, heatmaps, geographic performance indicators, and daily-weekly-yearly visualizations. Built to help business owners monitor operations and performance at a glance.

- INTERACTIVE UI
- UI
- RESPONSIVE
- WEB APP

Design Process & Tools

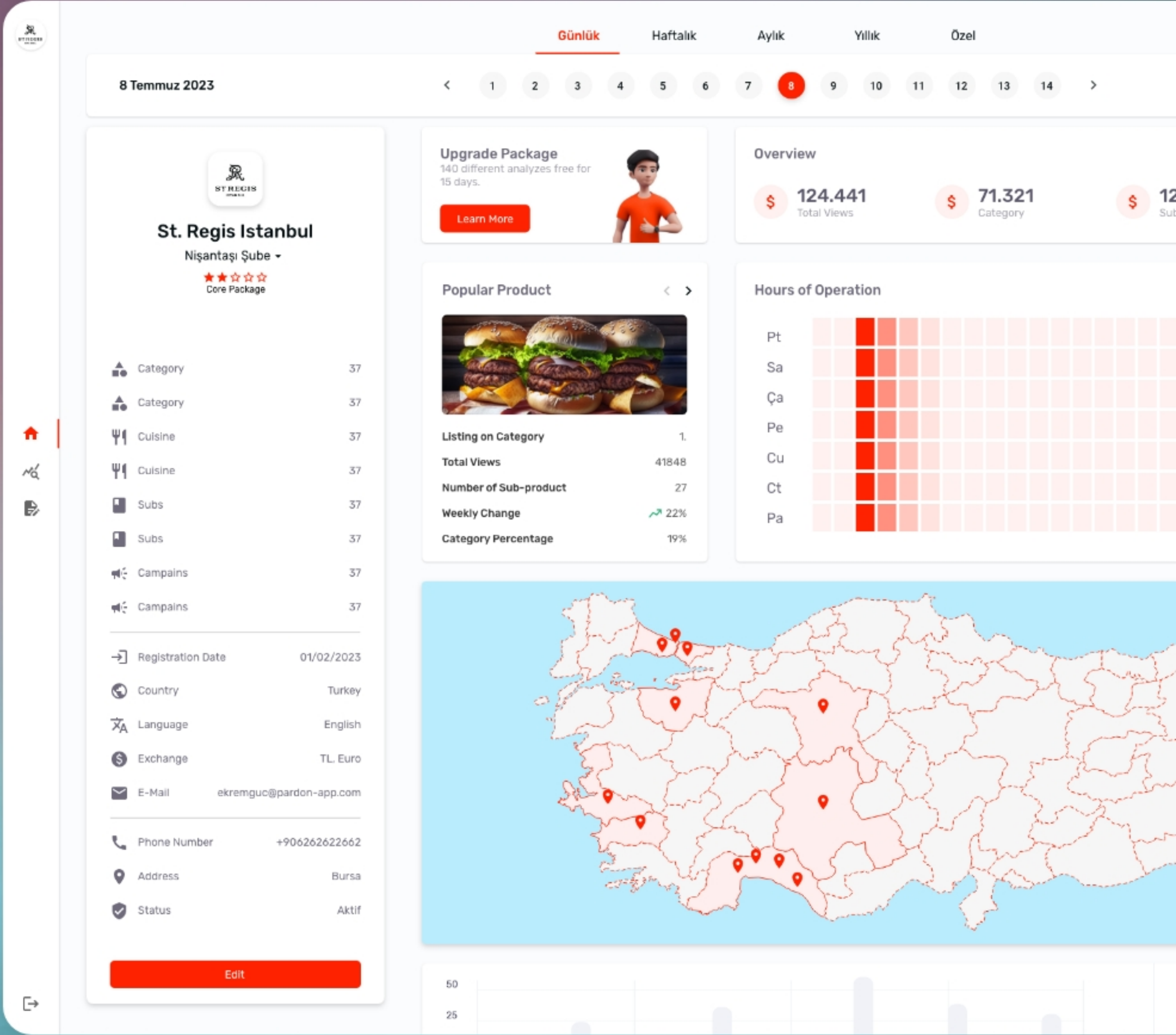
Visual Layout & Charts: Figma

Custom Map & Icons: Illustrator

Motion: After Effects (tooltip reveals, microinteractions)

Duration: 2 Weeks

7/15



Project 8

Cost Calculator

Description: A responsive pricing UI where users can estimate their monthly cost based on the number of GPS-enabled dashcams deployed. The slider dynamically adjusts pricing tiers and outputs estimated costs. Below, a visual walkthrough explains how the product works in three simple steps (record, detect, notify).

Focus: Simplified user input flow, clear breakdown of product logic, pricing transparency, and product education within one seamless screen.

- INTERACTIVE UI
- UI
- RESPONSIVE
- WEBSITE

Design Process & Tools

Interface & Data Visualization: Figma

Iconography: Illustrator

Prototype & Motion: After Effects, Lottie

Duration: 2 Weeks

8/15



HOW IT WORKS?

1 Live Recording

Once the engine turns on, the camera system will begin recording and continue to do so until the engine is off.

2 Detect Events.

The AI engine begins to review the footage based on driver behavior triggers - hard braking, hard cornering or rapid acceleration.

3 Get Notified.

Get notification from both mobile and desktop, you can use footages as evidence.



Project 9

GPSThings Website – Tracker E-commerce Landing

Marketing website for GPS tracking devices. The site includes product explanations, app showcases, testimonials, and direct download links for Android/iOS apps.

- INTERACTIVE UI
- UI
- RESPONSIVE
- WEBSITE

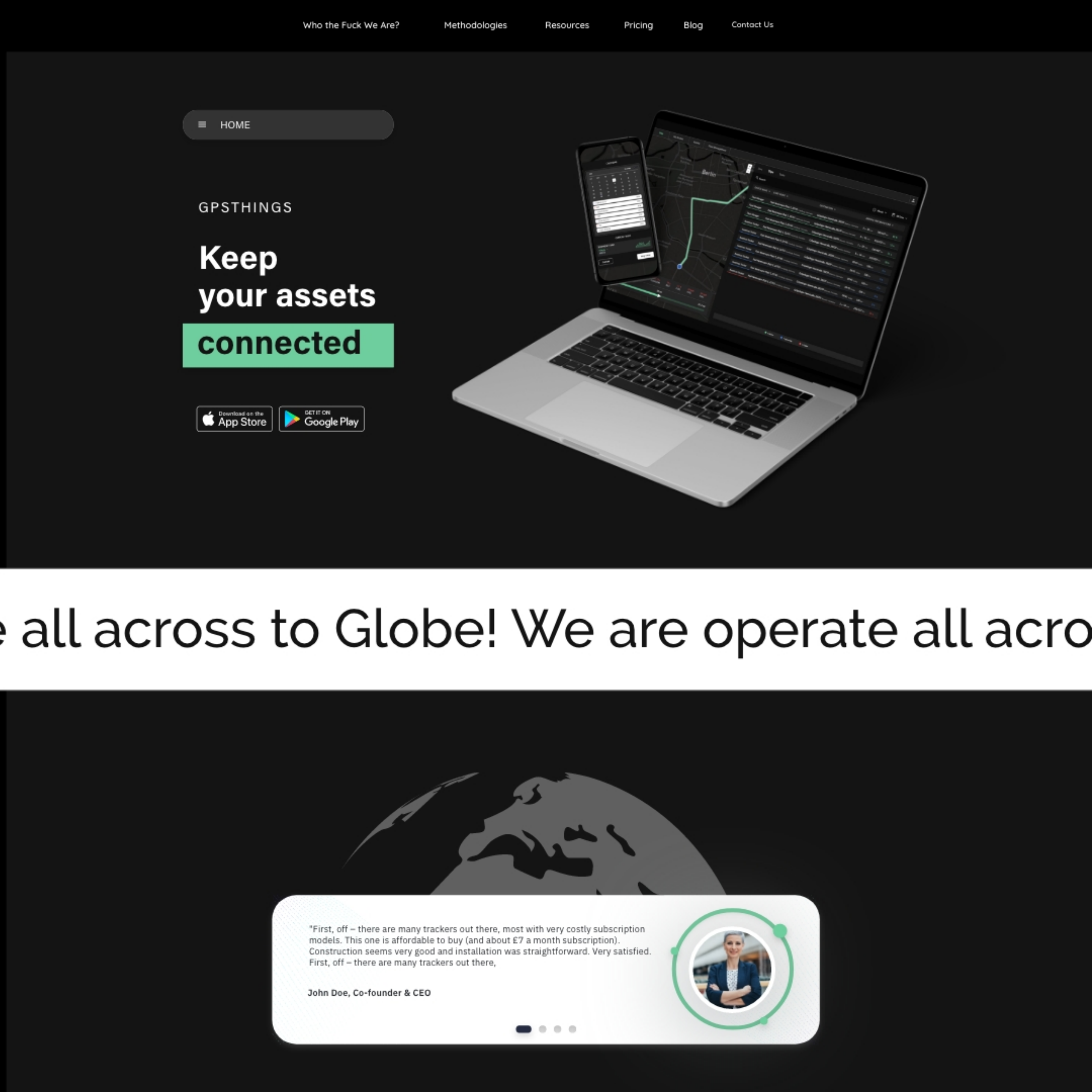
Design Process & Tools

UI & Typography: Adobe XD

Visuals: Photoshop, Illustrator

Landing Animations: After Effects

Duration: 2 Weeks



Project 10

Video Editor – CapCut-like Tool

An interactive app-based video editor that allows users to trim, overlay, and sync audio/video assets. Timeline layers and asset previews help users maintain creative control.

- INTERACTIVE UI
- UI
- RESPONSIVE
- WEB APP

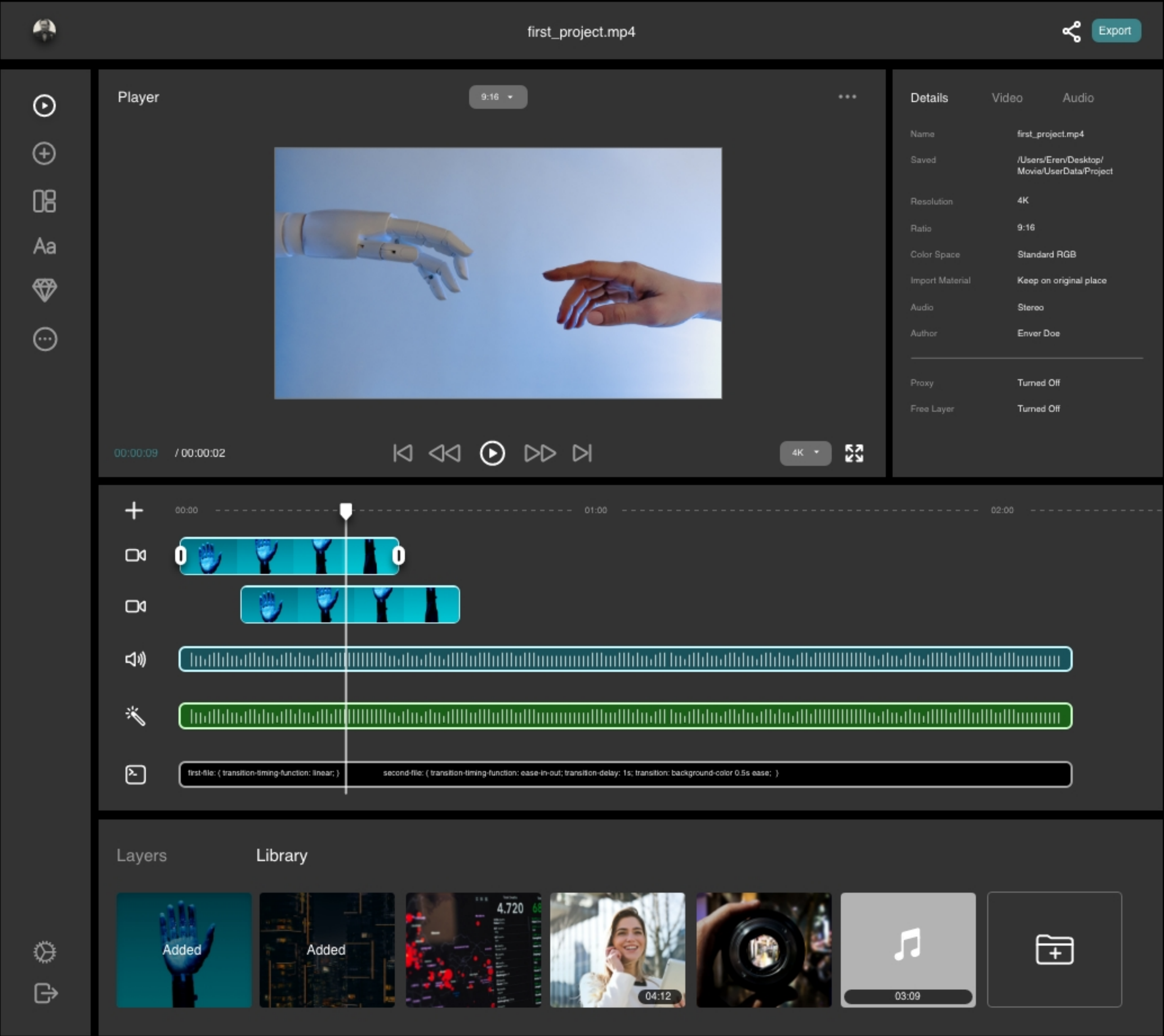
Design Process & Tools

Timeline UI Design: Figma

Icon & Asset Design: Illustrator

Motion Previews: After Effects

Prototype: Adobe XD



Project 11

Festival Website – Minnesota Renaissance Festival

Description: A historical-themed, immersive website built for the Minnesota Renaissance Festival. The design blends medieval typographic styles with modern navigation and promotes various event categories like weddings, tickets, and weekend themes.

Focus: Thematic branding, navigation hierarchy, and accessible typography across devices.

- INTERACTIVE UI
- UI
- RESPONSIVE
- WEBSITE

Design Process & Tools

- UI Design: Figma
- Icons & Graphics: Adobe Illustrator
- Motion Design: Adobe After Effects
- Data Visualization: Custom UI in Figma with visual styling refined in Photoshop

Duration: 4 Weeks

Platforms: Mobile App

11/15



Project 12

Funding Website – High and Seen (HSS)

Description: A modern, minimal, and user-focused landing page with embedded onboarding questions, featured data sections, and news-based credibility reinforcement.

Focus: UX clarity for financial products, trust-focused layout, and conversion-friendly call-to-actions.

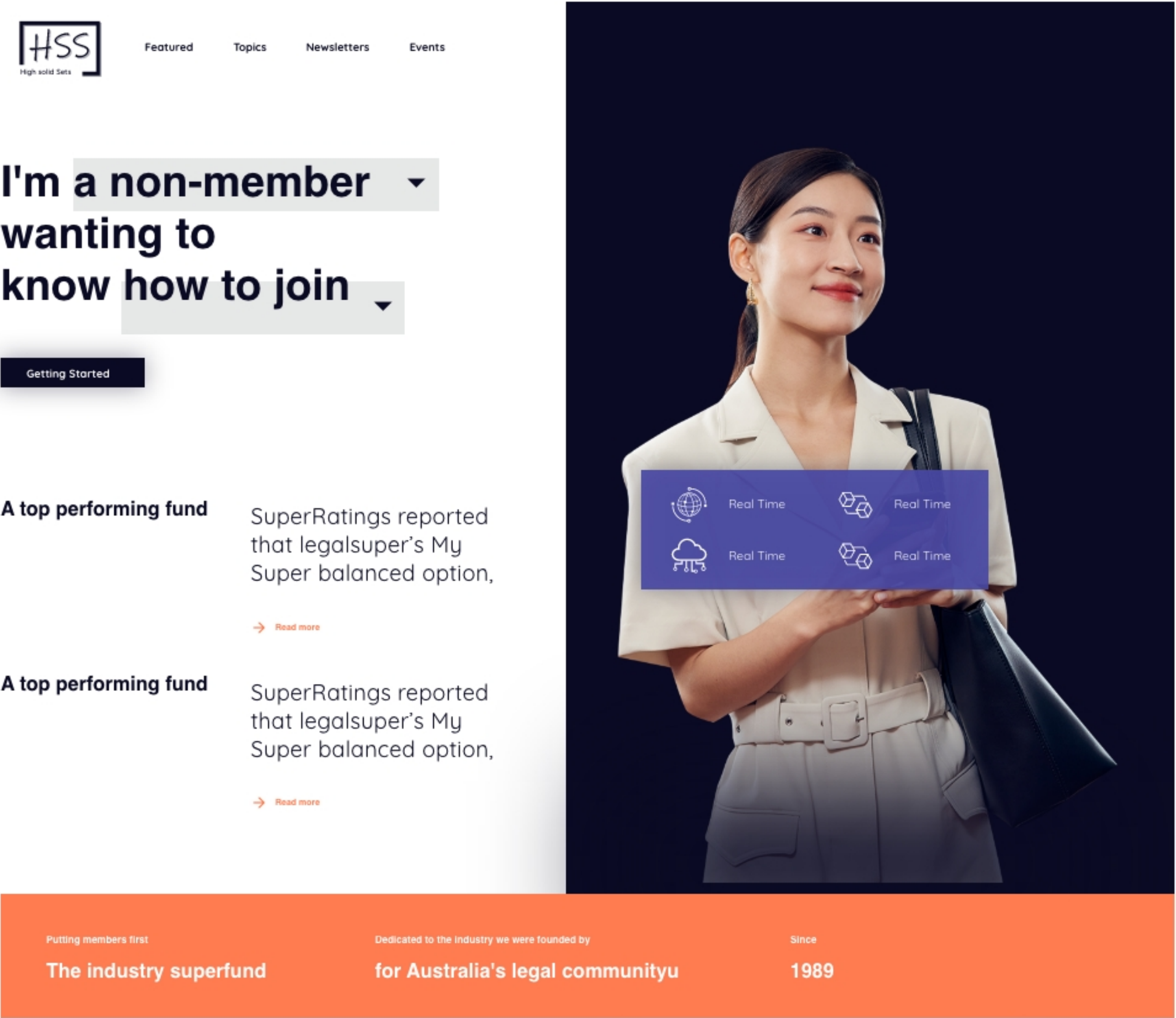
- INTERACTIVE UI
- UI
- RESPONSIVE
- WEBSITE

Design Process & Tools

- UI Design: Figma
- Icons & Graphics: Adobe Illustrator
- Motion Design: Adobe After Effects
- Data Visualization: Custom UI in Figma with visual styling refined in Photoshop

Duration: 2 Weeks

12/15



A top performing fund

Find &
consolidate
accounts



Find &
consolidate
accounts



Find &
consolidate
accounts



Project 13

Food Product Website – “True Meat Pleasure”

Description: A visually bold landing page using lifestyle imagery and expressive typography to promote plant-based burgers.

Focus: High-emotion visual storytelling, bold type-contrast, immersive single-screen design.

- INTERACTIVE UI
- UI
- RESPONSIVE
- WEBSITE

Design Process & Tools

UI Design: Figma

Icons & Graphics: Adobe Illustrator

Motion Design: Adobe After Effects

Data Visualization: Custom UI in Figma with visual styling refined in Photoshop



Project 14

Assassin’s Creed Home Page Redesign

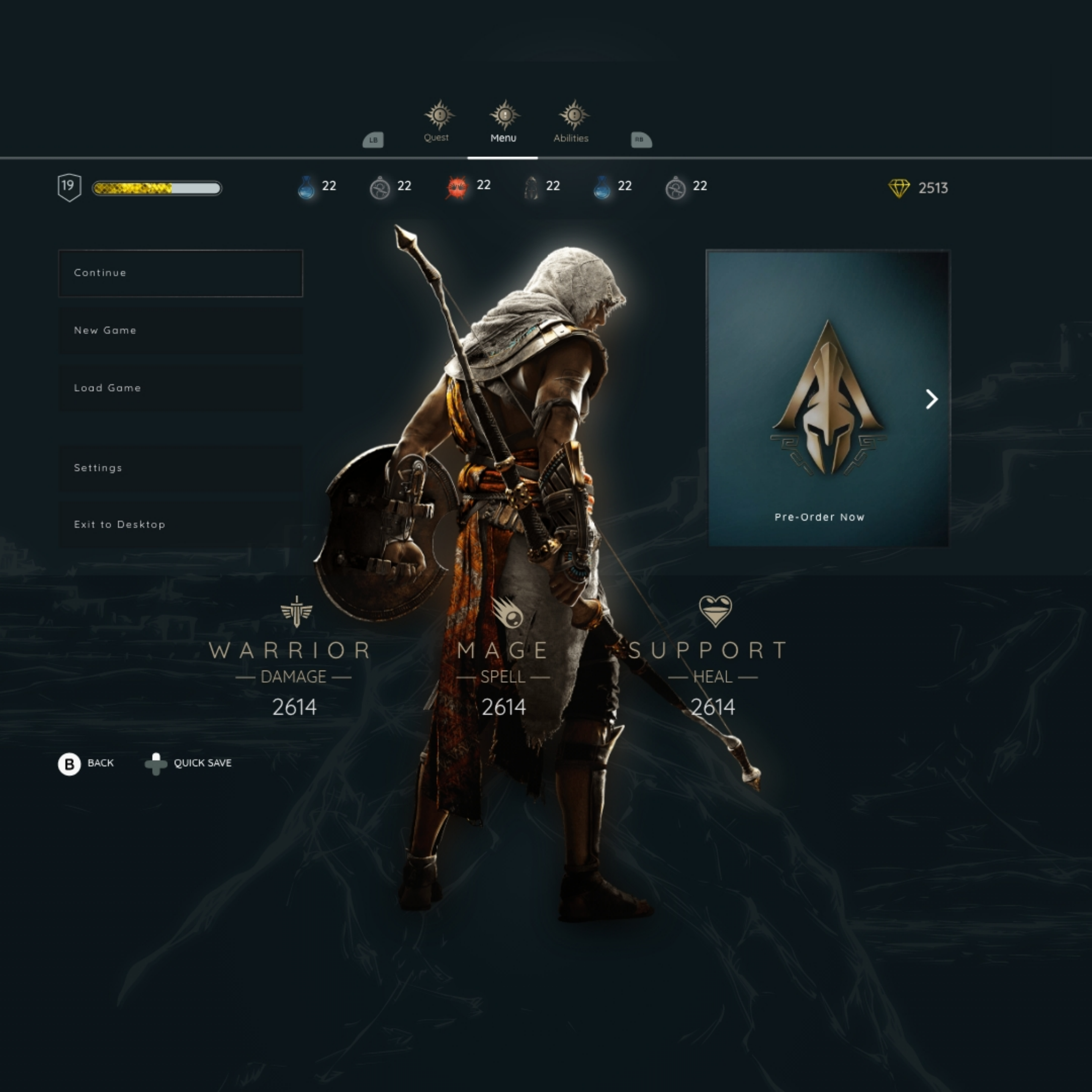
Description: A dark UI concept for a main game menu, inspired by Assassin’s Creed. Includes character stats, role selections (Warrior, Mage, Support), and a scrollable pre-order section.

Focus: AAA game UI mood, iconography consistency, role-based visual feedback.

- INTERACTIVE UI
- UI
- RESPONSIVE
- PC APP

Design Process & Tools

- UI Design: Figma
- Icons & Graphics: Adobe Illustrator
- Motion Design: Adobe After Effects
- Data Visualization: Custom UI in Figma with visual styling refined in Photoshop



Project 15

Custom Game HUD – Weapon Pickup Interface

Description: A functional, sci-fi style game HUD that guides the player to pick up a weapon (AR-45). Includes real-time hints, item name, and a prompt bar (“Hold E to take”).

Focus: Real-time interaction clarity, readable contrast in desert environment, minimal distraction design.

- INTERACTIVE UI
- UI
- RESPONSIVE
- PC APP

Design Process & Tools

- UI Design: Figma, Unreal Engine 5
- Icons & Graphics: Adobe Illustrator
- Motion Design: Adobe After Effects
- Data Visualization: Custom UI in Figma with visual styling refined in Photoshop

