BAHADIR 'bahå' GURER GURKAN

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Profile Summary

I am passionate about visual communications. I am a life-long student of human-computer interactions. Through these two disciplines, I have succeeded (and failed) in building bridges between humans and computers for more than 15 years. I enjoy researching human behavior and using the results to create data-driven solutions. I am relentless in problem-solving and an excellent collaborator. I have lived in five countries. I carry my learnings from video games and classic sci-fi novels everywhere I live.

Work Experience (most recent*)

Product Designer @ Lowell OY | Turku, Finland | Aug 2018 - Ongoing

I have been the "UX team of one" from the first day as the sole internal designer in the entire organization. I do the UI & UX design work (Qual. & quan. Research, hi-fi & lo-fi wireframing, iterative designing, prototyping) for Lowell Nordics' internal and external service channels (12 platforms). I have a key role in agile product development and management as the full-stack designer and the project manager. I am the design ambassador of the organization. Through my work here, I learned to tackle the intricate problems within the Nordic credit management businesses and how the cultures differ within Nordics while operating in an agile work environment.

Doctoral Researcher @ University of Tampere | Tampere, Finland | October 2017 - 2021

The Satakunta University Foundation awarded me a 50.000,00€ grant to research the gamification of healthy lifestyles and wellness applications. I conducted one of the most prominent quantitative research in the literature on gamification of well-being and quantified self. I have also given pre-graduate and graduate-level lectures on the gamification of well-being. My research topics were pervasive computing, gamification, AR/VR, motivational affordances, eudaimonia & hedonia, and video games.

Designer @ Fingertip Ltd | Helsinki, Finland | Aug 2016 - October 2017

This was my first employment experience in a high-profile role in Finland. Here, I learned about the Finnish work culture in a *true* start-up environment. As a part of the small team, I performed as a designer generalist and account manager when needed. I ensured the smooth transition of the Fingertip UI from Salesforce Classic to Lightning environments. I produced videos and graphical material for customer training and sales support.

* I started my professional career in 2005 as a freelance designer-by-trade. I had clients from China, UAE, Turkey, Germany, Finland, USA, and more. I worked for various companies in Turkey. Today, I am also a guest lecturer in a Master's degree-level UX design course at the University of Turku for teaching Figma to software engineers. Please feel free to ask for more details about these experiences.

Education

Ph.D. @ Pervasive Computing @ University of Tampere | *Incomplete*

Publications:

- 2020, Getting Healthy by Catching Them All: A Study on the Relationship between Player Orientations and Perceived Health Benefits in an Augmented Reality Game

- 2019, Gameful Self-Regulation: A Study on How Gamified Self-Tracking Features Evoke Gameful Experiences

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M. Sc @ Global Information Technologies Management @ University of Turku | Graduated in December 2015

Thesis on serious games. Titled "Viable Health Games: Elements of Success", thesis research done by the Grounded Theory Method

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B.A. @ Computer Information Systems @ Near East University | Graduated September 2010

Thesis on Decision Support Systems. Designed and developed (C++, MS-SQL) Performance Evaluation Software

Skills

Creative tools: Figma, Illustrator, Photoshop, InVision, InDesign, PowerPoint, After Effects.

Utility tools: Microsoft Word, Excel, Teams, PowerBI, Salesforce CRM, Pardot, Hubspot, Google Analytics, Umbraco, WordPress CMS, Atlassian Jira, Confluence, Trello.

Languages: English (Business native), Turkish (Native), Finnish (A2-B1), Swedish (A1)

Design: Advanced literacy over universal methods of design and design research, service blueprinting, touchpoint analysis, empathy, hyperfast lo-fi and hi-fi wireframing, prototyping, running workshops.

Management: Team leadership, agile project management, employee development, requirement management, budgeting, (literate in SCRUM, PRINCE2, ITIL, COBIT, and TOGAF)

Programming: HTML, CSS, SQL, .Net.

You can find my work samples at https://www.bahadirgg.com . I can provide the contact details of my references upon request.