

Beril Guvendik

428 Bellevue Ave.
Oakland, CA 94610

510.597.0885
berilguvendik@gmail.com

Profile

Creative and user-focused interaction designer with experience designing complex web-based user interfaces. Solid knowledge of user interface best practices and user-centered design principles. Excellent communication and presentation skills. Able to focus on details without losing sight of the big picture.

Professional Experience

February, 26th 2001 – Current

CollabNet, Inc.; New York, NY - Brisbane, CA

Key member of the user experience team. Primarily worked on the company's two flagship applications - "CollabNet SourceForge Enterprise" and "CollabNet Enterprise Edition" - both web-based suites for software development, lifecycle management, and collaboration.

Senior User Experience Designer, April 2007 – Current

User Experience Designer, January 2005 – April 2007

- Designed new features such as project content editor, user management, and site registration based on requirements from sources such as product management, customer feedback and business needs.
- Re-designed the look and feel of CollabNet SourceForge Enterprise.
- Contributed to enhancing user experience by continuously evaluating product, initiating and managing projects for improvements.
- Advocated user-centered approaches and best practices within the engineering team and provided design feedback.
- Developed and maintained product user interface standards.
- Worked with the engineering team through agile and waterfall processes.
- Collaborated with marketing, support and sales teams to collect customer, user and stakeholder feedback.
- Mentored team member to expand his responsibilities.

Production Designer, February 2001 – January 2005

- Increased CollabNet Enterprise Edition's performance by implementing current and reliable standards, such as XHTML, Section 508 and Web Accessibility.
- Simplified customer web site interfaces, reducing branding times from 2-3 weeks to less than half a day.
- Created various sales demonstrations, worked with customers and customer representatives to enhance and implement these designs on customer sites.

July 12th 1999 - February, 26th 2001

Cybersites, Inc.; New York

Web Developer, March 2000- February 2001

- Designed, developed and maintained 14 theme-based online communities.
- Redesigned and implemented existing interfaces for tools such as email, online chat and welcome page to improve product usability, speed and performance.

- Led weekly meetings between developers and content managers discussing design and development strategies.

Content Editor, July 1999 – March 2000

- Managed two online communities.
- Supervised remote employees and recruited talent as guest hosts for the sites.

August 1998 – September 1999

Columbia University Graduate School of Architecture; New York

Teaching Assistant, Graduate Design Studio

- Assisted students in finding new ways to approach architectural design, using digital media.
- Led daily tutorials on authoring Maya 2.0, Form Z and other graphics software.

Teaching Assistant, Course on Web Design Theory and Practice

- Teaching assistant for graduate level curriculum.
- Conducted tutorial sessions and in-class demonstrations in authoring HTML, JavaScript, Flash and DreamWeaver.
- Performed web and interface design lectures.
- Demonstrated different approaches to web design and multimedia integration.

Summary of Skills

Professional

- Low and high fidelity prototyping, user flow diagrams, site maps, specifications, use cases and user stories, task flow analysis, heuristic evaluations, user surveys and interviews, persona development, style guides
- Web accessibility initiative, Section 508, web standards, internationalization

Software

- Adobe Photoshop, ImageReady, Illustrator, InDesign, Omnigraffle
- Microsoft Word, PowerPoint, Excel, BBEdit
- Unix command line tools

Programming

- XHTML, HTML, CSS
- Javascript, Velocity, Programming concepts

Education & Affiliations

MS. in Advanced Architectural Design, Columbia University; New York, 1999

Bachelor of Architecture, Istanbul Technical University; Istanbul, Turkey, 1997

Coursework: Interaction Design Practicum, Cooper Interactive., Interaction Design, San Francisco State University

Memberships: Interaction Designers Association (IxDA), BayCHI

References available on request.