Faruk Ateş

Product Designer



faruk@farukat.es • http://farukat.es/ • 415-321-0416

— Courtney Guertin, Founder & CTO, EaseCentral

Experience

Product Designer, Quantifind • 2016-2017

- Researched, designed, and prototyped applications for Quantifind's Signum suite of exploratory analytics software for Fortune 500 companies.
- Principal designer on **Timeline**, offering CMO's and data analysts a highlevel overview of KPI data and help them understand why changes occurred.

Design Director, Edyt • 2013-2015

- Oversaw design on one of the world's largest government software deployment projects. Led design on **TeamPatent**, a case management & patent processing software suite.
- Led design, development and architecture on internal design system comprising functional components, design style & language, accessibility guidelines, and integrated documentation to educate and onboard teams.

Co-founder & Head of Product, Four53 • 2012-2015

- Designed and created **Presentate**, a presentation software platform featuring a mobile-first, sharing-friendly approach.
- Presentate was not just "PowerPoint for the web," but solved deeper root problems such as: Death by Powerpoint, people's fear of public speaking, and the mutually-exclusive nature of in-person presentations and online "handouts." Presentate made presentations accessible and enjoyable to all.

Product Designer, Apture • 2011

Led design on Apture products to several major new releases and features.
 Developed business model to attain profitability. Acquired by Google.

Senior UI Engineer, Apple • 2006-2009

- Spearheaded new Front End Development team at the **Apple Online Store**, revamping the major e-commerce platform to use web standards-based development and accessible practices.
- Contributed to cutting-edge **MobileMe** suite of web applications.
 Advocated for progressive web development practices to not exclude users.

Patents & Awards

- Independent Visual Element Configuration (2011)
- .Net Award Open Source Application of the Year, Modernizr (2010, 2011)

What I can do for you

Interaction design, interactive prototyping, User Experience, visual UI, accessibility, HTML, CSS and JavaScript, misc. programming and SQL, public speaking, trainings/workshops.

I balance business goals with user needs & societal impact, and can aid in improving culture and hiring processes to be more inclusive to all people.

My goal

To design and create products that aid people in their tasks, while also enriching them as people and giving them deeper knowledge & understanding of their work or activities.

My philosophy

Good products improve how people accomplish tasks; great products improve how society operates.

— A Dao of Product Design

What else I get up to

Design blog: <u>Product Matters</u>
Public speaking: <u>design</u>, <u>ethics</u>
Publishing: <u>ALA</u>, <u>Creative Bloq</u>

Writing: <u>FarukAt.es</u>
Development: <u>Modernizr</u>
Portfolio: <u>portfolio.farukat.es</u>