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education

Carnegie Mellon University
Tangible Interaction Design Masters '15
Architecture Bachelors '14

environments

Visual Studio
Android Studio
Processing
Arduino
RaspberryPi
Eclipse
Unity
PureData
XCode

programming

C#, C++
Python
Java
OpenGL
Javascript
TCP/IP Socket
HTML
CSS
Node.js

software

Rhino
Grasshopper
AutoDesk, CAD, 3DS Max
Adobe Id, Ai, Ps, Ea, Dw, Pr, Ae
ProTools
Microsoft Office
RobotStudio
Sketchup
MeshLab
Ableton
KeyShot
Motive

fabrication

Laser Cutter
3D Printer
Vacuum Former
3-Axis- CNC
Woodshop machinery
Soldering Iron
6-Axis Robotic Arm

languages

Turkish
Spanish
Japanese

Yeliz Karadayi

Design, Interact, Prototype, Engineer

Sony

Tangible Interaction Designer
July 2016 - Present | San Francisco, CA

Research through making: designing and building robotic systems used to study human-robot interactions and gaining insight as to how people relate to robots.

Autodesk

Artist in Residence
August 2016 - Present | San Francisco, CA

Exploring augmented reality design tools such as CAD which integrate haptics and enable delightful and fun creative processes.

Immersion

Interaction Designer
January 2016 - March 2016 | San Jose, CA

Designed and developed haptic applications on mobile devices in order to validate and optimize the use of haptics through rigorous user studies

Philips

Tangible Interaction Prototype Intern
May 2015 - December 2015 | Monroeville, PA

Innovated physical interactions with healthcare devices to get the design team thinking beyond the digital interface. Introduced parametricism to product design.

Carnegie Mellon University

Lead UX Designer - Rapid Prototyping for Computer Systems
January 2015 - July 2015 | Pittsburgh, PA

Bridged engineering and HCI teams by designing alongside both and maintaining a dialogue. Lead team in UX design via wireframes, user tests, and visual mockups.

Synthetic Flows Teaching Assistant
January 2014 - July 2015 | Pittsburgh, PA

Educated students in computational design thinking by guiding conceptual development of computational ecological systems and providing technical advice.

Digital Fabrication Fellow
August 2014 - December 2014 | Pittsburgh, PA

Started up the digital fabrication lab in its first year. Encouraged student activity within the physical computing lab, and fabricated casing for equipment.

Epiphyte Lab

Computation Design Research Assistant
May 2014 - August 2014 | Pittsburgh, PA

Engineered method for understanding heat absorption using an optimization script to ensure consistency of volume and surface area for different algorithmically designed concrete panels, then applied thermochromic paint.