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EDUCATION

Marmara University

BSc Physics · In progress

SKILLS

Product and UX

Problem framing, user flows, information architecture, interaction design, prototyping

UI and design

Figma (auto layout, components, variants, variables), design systems, editorial design

Games and interaction

Core loops, systems design, game UI/UX, interactive prototyping

Technical production

React Native (Expo), Next.js, Supabase, Three.js

AI-assisted production

Cursor, Figma MCP, Figma Make, AI-assisted prototyping

CURRICULUM VITAE · SEPTEMBER 2026

Çayan Kuzu

Product Design · UI/UX · Game Design

01 PROFILE

Physics undergraduate who designs digital products from first idea to release and builds them with AI development tools. I have three mobile apps live on the App Store (two also on Google Play), several web MVPs, browser games and an independent zine. Seeking an internship in product design and UI/UX.

02 EXPERIENCE

Independent Product Design & Development · MeMoDe Present

- Worked end to end on mobile apps, from problem framing and user flows to interface design and release.
- Designed and launched web MVPs, including an AI virtual try-on, a map-based social game and a 3D interior editor.
- Designed core loops and game systems for browser games, including a real-time multiplayer FPS.
- Prepared an investor deck for UniVerse covering the problem, solution, competitor analysis and business model.

03 SELECTED PROJECTS

SoRita LIVE

[App Store ↗](#) [Google Play ↗](#)

A social map app that brings place discovery, personal lists and social sharing together.

My role: Product concept, user flows, interface design, release

Figma Make · React Native · Expo · Supabase

UniVerse LIVE

[App Store ↗](#) [Google Play ↗](#)

A campus app that brings students and clubs together around events.

My role: Product concept, user flows, interface design, release

Figma Make · React Native · Expo · Supabase

AudioRoom LIVE DEMO

[Demo ↗](#)

An independent music experience that turns albums into explorable 3D worlds.

My role: Concept, experience and interface design

Three.js · WebGL

Merbut PLAYABLE

[Play ↗](#) [itch.io ↗](#)

A local two-player 2.5D action game: ten realms, each with its own mechanic, and a three-phase finale. An unofficial fan game.

My role: Game design; combat, progression and boss systems

React Three Fiber · Three.js

An independent zine with two published issues, most of whose writing and design I produced myself.

My role: Writing, editorial and visual identity, layout, publishing

All projects, including more mobile apps, web MVPs, games and science work

[fikkis.vercel.app](#) ↗

04 ACADEMIC WORK

TÜBİTAK 2209-A research proposal

Technical and economic feasibility of a Dyson ring, structured as literature review, simulation and prototype work packages. Advisor: Caner Değer. Prepared as an application.

[Document](#) ↗ [Project page](#) ↗

Numerical study of a damped harmonic oscillator

COMP2083 Scientific Programming course project, team of four. Solved the equation of motion in Python with Euler's method, analysed how each parameter affects position, velocity and energy, and presented the results as a scientific poster.

[Poster](#) ↗ [Code \(Colab\)](#) ↗ [Project page](#) ↗

Jump height prediction

A comparative analysis of Gradient Boosting, Random Forest and KNN models.

[Slides](#) ↗ [Project page](#) ↗

