

Summary	Designer who builds. Ten years leading design at PrimeTek, where I built the PrimeOne design system, PrimeBlocks, PrimeIcons and the templates behind PrimeVue, PrimeNG and PrimeReact. Since 2013 I've also run Orkestra Studios, making iOS games and apps end to end.
Experience	Orkestra Studios · Co-founder, designerJun 2013–now – Co-founded the studio in 2013, carrying on from the Gonna team. – Designed iOS games and apps including Nebuu, Rebound Line, Hi Jump and İmparator. – Nebuu reached #1 in Turkish word games (2014); count.do passed 300k users (Dec 2014). Nebuu · Rebound Line · Hi Jump · İmparator · Harf Marf · Beatografi · count.do · Maç Kaçta · Gonna PrimeTek · Design leadMay 2016–Apr 2026 – Built PrimeOne, the Figma design system behind PrimeVue, PrimeNG and PrimeReact. – Designed PrimeBlocks, PrimeIcons and 25+ premium application templates. – Designed PrimeStore and Theme Designer, a visual theme editor for the Prime libraries. PrimeOne · PrimeBlocks · PrimeIcons · Templates · PrimeStore · Theme Designer Etiya · Design specialistApr 2014–Mar 2016 – Designed Telaura Suite, Ofisim.com and Somemto.
Projects	PrimeOne – The Figma design system behind PrimeVue, PrimeNG and PrimeReact. Theme Designer – A visual theme editor for the Prime libraries. Nebuu – A word-guessing party game, #1 in Turkish word games (2014). onursenture.com – This site – designed in Figma, built in Next.js with an AI-agent workflow.
Skills	Design Design systems, Figma, UI kits, icons, product design Build Next.js, TypeScript, AI-agent workflows Platforms Web, iOS
Education	BS Computer Science, Bilkent University