MUHAMMED EREN TEK

Industrial Product Designer

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PROFESSIONAL SUMMARY

Industrial Designer with end-to-end product development experience: sketching and CAD modeling in Rhinoceros and SolidWorks, 3D-printed prototyping, human-factors/ergonomic testing, and manufacturing follow-through across sheet metal, CNC machining, and injection molding. Background spans aerospace cockpit/HMI, outdoor lighting products, exhibition and stage design, and UX/UI, giving a multidisciplinary view of how a design decision plays out from first sketch to the production floor. Currently pursuing graduate study in Sociology to strengthen user-research depth. Looking to bring this full-cycle design and manufacturing perspective to a Product/Industrial Designer role.

CORE SKILLS

Design Software: Rhinoceros 3D, SolidWorks, Autodesk Fusion 360, CATIA, AutoCAD, Maxsurf Naval Architecture

Visualization / Rendering: KeyShot 11, V-Ray, Twinmotion, Autodesk Maya, 3ds Max

Graphics / UX: Adobe Photoshop, Adobe Illustrator, Figma (UI/UX prototyping)

Design Process: 3D Modeling, 2D Technical Visualization, Product Rendering, Prototyping, DFM/DFA awareness, Human-Machine Interface (HMI) Design, User Research

Languages: Turkish (Native), English (B2 / Professional Working Proficiency)

PROFESSIONAL EXPERIENCE

Industrial Designer — ArtNpars Creative Studio (Istanbul–London) *Nov 2025 – Present*

- Design immersive, experience-driven environments, contributing 3D modeling for stage design and exhibition design projects.
- I bring a product design perspective to exhibition and event experiences, using UX design principles to harmonize spatial and visual design decisions.
- Work across the Istanbul and London studios on immersive design projects from concept through 3D execution.

Industrial Designer — EMFA Lighting Solutions *Dec 2024 – Jul 2025*

- Designed new outdoor lighting fixtures end-to-end, from initial sketching through CAD modeling in Rhinoceros/SolidWorks/Autocad.
- Followed the injection molding process for produced parts and adjusted designs as needed to resolve manufacturability issues.
- Acted as first professional design role translating concept sketches into manufacturing-ready models.

UX/UI Designer — JUNIUS TECH (Volunteer) *2023 – 2024*

- Actively designed and optimized UX/UI interfaces in Figma, refining user flows and screen layouts.
- Second volunteer design role, building on UX foundations established in earlier furniture design work.

Furniture Designer — CREYA LAB (Volunteer) *2019 – 2020*

- First design experience, joined proactively during first semester of university studies.
- Developed foundational furniture design skills through structured coursework and mentorship from sector professionals.

Production / Quality Configuration Intern — TUALCOM *2023 – 2024*

- Learned how designs are produced using sheet metal fabrication and CNC machining processes.
- Gained hands-on exposure to quality control and configuration-checking mechanisms used in production.

HMI & Cockpit Design Intern — Turkish Aerospace Industries (TUSAŞ) *2022 – 2023*

- Learned how industrial designers collaborate with other engineering and job groups within a large-scale aerospace program.
- Supported prototype design work: built CAD models and produced 3D-printed prototypes for testing.
- Assisted in applying and testing prototypes for human-system integration (ergonomic/human-factors) requirements.

EDUCATION

M.A., Sociology — Beykent University *2026 – Present*

B.A., Industrial Design — Beykent University *2019 – 2024*

CERTIFICATIONS

Ship and Yacht Design — Üçüncü Binyıl Academy (2022–2023)
UX/UI Design Specialization — Mindset Institute (2023–2024)