



Yigit Acet

3D & UX/UI DESIGNER

Phoenix, AZ

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yigitacet

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ABOUT ME

Multidisciplinary Designer specializing in UX/UI design and 3D asset creation for real-time applications. I bring a balanced blend of creative vision and technical expertise, with a strong focus on designing intuitive, engaging user experiences and visually immersive environments.

EXPERIENCES

Rapsodo Sports Inc.

United States of America

3D & UX/UI DESIGNER

MAR 2024 - APR 2025

rapsodo.com

- Designed user experience and interface for a PC-based HDRP golf simulation.
- Created 2D and 3D concept designs for gamified golf simulations and mini-golf experiences.
- Enhanced visual quality for mobile-based target range and driving range applications.
- Optimized 3D golf courses in Unity for performance and visual fidelity.

EDUCATION

Middle East Technical University

B.SC. IN INDUSTRIAL DESIGN

2016-2021

GPA 3.20 / 6x High Honor Student

Metaverse Software

3D DESIGNER -Freelance

OCT 2024 - MAR 2025

metaverse.com.tr

- Created immersive 3D environments for a psychological support app on VR and mobile platforms.
- Modeled seating units with multiple fabric and color variations for customizable in-app experiences.
- Developed low, mid, and high poly LODs for in-app props across different platforms.
- Performed lighting and baking optimizations to enhance interior performance and visual quality.

SKILLS

3D Modelling

UX/UI Design

PBR Texturing

Wireframing

Prototyping

UV Mapping

Reo-Tek

PROJECT COORDINATOR

JUN 2023 - OCT 2023

3D & UX/UI DESIGNER

JUN 2021 - MAY 2023

reo-tek.com

- Conducted A/B testing and user feedback sessions to validate usability and optimize overall visitor experience.
- Acted as a liaison between software and design teams, ensuring smooth communication and alignment with project goals and technical requirements.
- Identified and resolved performance or design inconsistencies during on-site implementation and post-installation phases.
- Designed user interfaces and user experiences for touch-based museum software, games, and interactive installations.
- Modeled and textured over 300 PBR-ready props for a VR training application developed for TEDAŞ field technicians.

SOFTWARE

unity

blender

Figma

Ai Ps

SUBSTANCE PAINTER

Canva

Jira

VRotto Software

3D DESIGNER -Freelance

OCT 2023 - MAR 2024

vrotto.net

- Designed 3D environments, characters, props, and animations for VR simulations of medical and psychological treatments as part of TÜBİTAK-funded research projects.
- Developed high-quality 3D assets and interactive UI elements for VR-based training and product showcase applications for brands such as Durmazlar Holding, Albaraka, and Bosch.
- Created immersive hotel and office walkthroughs for virtual tours, including asset creation, scene assembly, and user interface design for seamless navigation.
- Contributed to cross-platform optimization and consistent visual design across various VR experiences.

TOFAŞ

UX/UI DESIGN INTERN

MAR 2022 - JUL 2022

tofas.com.tr

- Designed user experience and graphical user interfaces (GUI) for smart applications and digital displays integrated into electric micromobility vehicles.
- Focused on seamless interaction design for Advanced Driver Assistance Systems (ADAS), enhancing both usability and visual appeal.
- Developed wireframes, interactive prototypes, and design systems tailored for in-vehicle touchscreen environments.

Dinc Mold Plastic San. Tic. Ltd. Şti.

DESIGN INTERN

JUN 2019 - JUL 2019

dincplast.com

- Gained hands-on experience in plastic processing and injection molding techniques used in industrial-scale production.
- Assisted in the design and manufacturing of molds for various plastic components, contributing to real-world tooling solutions.
- Modeled components for CNC machining, applying CAD tools to support precision fabrication.
- Observed and participated in diverse production methods, deepening understanding of manufacturing workflows and material properties.

ENGLISH

TURKISH