

Yigit Acet 3D & UX/UI DESIGNER Phoenix, AZ

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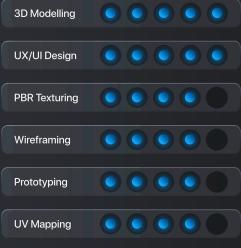
ABOUT ME

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.

EDUCATION



Middle East Technical University B.SC. IN INDUSTRIAL DESIGN 2016-2021 GPA 3.20 / 6x High Honor Student





TURKISH

ENGLISH

EXPERIENCES

Rapsodo Sports Inc.

United States of America



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.



Metaverse Software

3D DESIGNER -Freelance OCT 2024 - MAR 2025

metaverse.com.tr

- Created immersive 3D environments for a osychological support app on VR and mobile olatforms
- deled seating units with multiple fabric and color
- Another seating this with making rather and solver 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.

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 TEDA\$ field technicians.

₩VROTTO

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
- d on seamless interaction design for d Driver Assistance Systems (ADAS), g both usability and visual appeal. oed wireframes, interactive prototypes, and estems tailored for in-vehicle touchscreen



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.
- on. sd and participated in diverse production s, deepening understanding of cturing workflows and material