

Emin Gölemen

Senior Product Designer | Tallinn, Estonia

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SUMMARY

Senior product designer with experience across AI-native automation tools for accounting teams, multi-sided B2B platforms, and mobile marketplace experiences. I help teams turn ambiguous product problems into shipped experiences by combining discovery, interaction design, systems thinking, research-informed iteration, and close collaboration with product, engineering, and business stakeholders.

CORE SKILLS

Product strategy & discovery: problem framing, concept exploration, product direction, stakeholder alignment

Interaction & systems design: complex workflows, information architecture, design systems, accessibility

Iteration & delivery: research-informed iteration, experimentation, cross-functional collaboration

Product domains: AI-native automation, multi-sided B2B platforms, mobile marketplaces, investment products

EXPERIENCE

Senior Product Designer | Reiterate

Apr 2025 - Present | Tallinn, Estonia

- Worked closely with leadership and engineering to shape product direction, interaction patterns, and production-ready design details.
- Designed AI-native accounting automation workflows from early problem framing through shipped product experiences.
- Created inspectable, human-controlled interfaces that helped accounting teams understand AI outputs, verify source data, and stay in control.

Product Designer | Yolo Group

Jul 2023 - Apr 2025 | Tallinn, Estonia

- Designed HubConnect, a multi-sided B2B platform for game suppliers, iGaming operators, and internal operations teams.
- Created structured workflows that balanced speed, risk, control, and growth across external users and internal teams.
- Worked closely with product, engineering, legal, operations, and partner-facing stakeholders across feature definition, interface design, and iteration.

UI Designer | n11.com

Jul 2022 - Jul 2023 | Remote, Turkey

- Designed mobile marketplace experiences for n11.com, used by tens of millions of shoppers each month.
- Improved loyalty, coupon, product detail, discovery, and checkout-related flows through clearer hierarchy and research-informed iteration.
- Helped build and maintain the design system, supported the team's migration from Sketch to Figma, and created more repeatable design workflows.

Product Designer | ForInvest

Jan 2022 - Jun 2022 | Remote, Turkey

- Designed user flows, interfaces, prototypes, guidelines, and reusable systems across white-labeled financial investment products.

Product Designer | Tendon

Sep 2020 - Aug 2021 | Remote, United Kingdom

- Owned product design for B2B and B2C health and fitness products, from research and user flows to wireframes and UI.

TOOLS & LANGUAGES

Design & implementation: Figma, Cursor, Codex, Claude Cowork, GitHub, working HTML/CSS/JS/TS

Collaboration: Notion, Jira, Confluence, Slack, Google Workspace, Loom, FigJam

Languages: English (fluent), Estonian (beginner), German (beginner), Turkish (native)

EDUCATION

MA, Media and Visual Studies 2015-2017 | Bilkent University | Ankara, Turkey

BA, Media and Visual Arts 2011-2015 | Koç University | Istanbul, Turkey

BA, Comparative Literature 2011-2015 | Koç University | Istanbul, Turkey