

Emre Kulaber

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Human-centered computing researcher with an MSc in Computer Science with distinction and a BA in Psychology. I work at the intersection of interaction design, accessibility and social participation. I am interested in inclusive, participatory and co-designed technologies, including AI-supported systems, especially in contexts involving disability, autonomy and everyday access. I combine qualitative insight from lived experience with iterative interface prototyping and usability-focused design.

Education

09/2024 – 09/2025
Brighton, United Kingdom

Computer Science | Master of Science University of Sussex

- Earned an M.Sc. in Computer Science with distinction, focusing on human-computer interaction and machine learning, which deepened my understanding of user needs.
- Developed and evaluated user-facing systems, successfully integrating features that support user behaviour and decision-making, which enhanced overall user experience.
- Cultivated skills in iterative design and usability evaluation, helping to create impactful solutions through effective data handling.
- Managed version control and collaborated on development projects using Git, which streamlined team efforts and ensured reproducible experimentation.
- Used MERN stack and Swift to develop interactive systems addressing user wellbeing and attention management.

09/2020 – 06/2024
Istanbul, Turkiye

Psychology | Bachelor of Arts - BA Isik University

- Studied human behaviour, cognition, perception, decision-making, social participation and stigma.
- Gained experience in user research, interviewing, and qualitative interpretation of needs.
- Learned to analyse barriers to action and autonomy in real-life contexts.
- Conducted assessments with preschool children to evaluate their cognitive and motor development, focusing on attention, coordination, and learning readiness.

Volunteering

10/2017 – 10/2018
Istanbul, Turkiye

Buddy Pair Best Buddies International

- Paired one-to-one with a person with intellectual and developmental disabilities to reduce isolation and support everyday social participation.
- Met regularly in public settings, spent time together and entered social spaces on equal terms rather than in a caregiver role.
- Continued joining activities even after the official pairing ended, maintaining the relationship beyond the formal program.

Work Experience

10/2025 – present

Machine Learning & Data Science PardonAI

- Collaborated with data and business teams, effectively linking technical insights to user and stakeholder needs, which ensured that our solutions met real-world requirements.
- Cleaned and structured large, complex datasets, preparing them for production use.
- Participated in the development of forecasting and optimization models using operational data.

Projects

06/2025 – 08/2025
Brighton, United Kingdom

iOS Developer & UX/UI Designer Lazuri

- Developing iOS app for digital wellbeing and focus management as M.Sc. Computer Science dissertation project.
- Implemented Screen Time API with FamilyControls to block distracting apps during scheduled focus sessions.
- Built 4 app extensions: DeviceActivityMonitor for usage tracking, Shield extensions for custom blocking UI, and ActivityReport for analytics.
- Created gamified learning system with flashcards, Game Center leaderboards, and achievement tracking.

02/2025 – 05/2025
Brighton, United Kingdom

Frontend Developer & UX/UI Designer Real-Talk

- Designed and built core interface and user flows (auth, profiles, search) using React.
- Created Figma wireframes and mockups, refining layouts based on feedback.
- Focused on clarity, accessibility and efficient collaboration with the dev team.

10/2023 – 12/2023
Istanbul, Turkiye

UX/UI Designer E-commerce Mobile App

- Designed 20+ screens for e-commerce app including onboarding, catalogue, cart, and checkout flows.
- Conducted competitive analysis of major platforms to identify user experience improvements.
- Applied design thinking methodology with user personas, empathy maps, and prototypes.
- Created intuitive filtering system and clean UI with consistent design system.

Skills

– LANGUAGES

English

ALMOST NATIVE-LEVEL PROFICIENCY

Turkish

NATIVE OR BILINGUAL PROFICIENCY

– METHODS

Qualitative research and observation



Research-through-design & co-design facilitation



– TECHNICAL

UX/UI Design Figma & Adobe



Usability testing and accessibility evaluation



Python



Swift



React



Social Media



LinkedIn



Portfolio



GitHub



Behance