S. TALHA ALTINOZEK

ART DIRECTOR / BRAND & PRODUCT DESIGNER

Multidisciplinary art director and product/visual designer with 20+ years of experience building brands, digital products, websites, campaigns, motion graphics, and physical experiences. Combines strong visual storytelling with UX and product thinking, AI-assisted workflows, and hands-on digital implementation. Experienced in leading projects from strategy & concept through design, production, launch, and iteration for startups, established companies, nonprofits, and community organizations.

Core Skills

Brand & Art Direction

Visual Identity · Brand Systems · Art Direction · Campaign Design · Presentation Design · Infographics
Social & Digital Campaigns · Print Collateral · Packaging · Wayfinding & Environmental Graphics

Product & UX

Product Design · UX/UI Design · Interaction Design · User Flows · Wireframing · Prototyping
Information Architecture · Design Systems · Responsive Design · UX Testing · Digital Product Strategy

Digital, Motion & AI

Motion Graphics · Explainer Videos · Interactive Content
AI Product Design · AI Prototyping · LLM & Agent UX · Human-AI Interaction
Front-End Prototyping · Instructional Design · Generative AI Workflows

Leadership & Delivery

Creative Direction · Client Strategy · Cross-Functional Collaboration · Stakeholder Communication
Project Scoping · Creative Development · Team Leadership · End-to-End Project Delivery

Experience

Art Director / Brand & Product Designer

Freelance | 2005 – Present

- Design visual identities, digital products, websites, marketing campaigns, presentations, and print communications for technology companies, startups, nonprofits, and established brands.
- Develop complete brand systems from strategic concept through final execution, establishing consistent typography, color, visual language, and hierarchy across digital and physical touchpoints.
- Lead UX/UI and product design projects including information architecture, user flows, wireframes, prototypes, responsive interfaces, and design systems.
- Create technical graphics, presentations, infographics, and instructional materials that translate complex concepts into clear and engaging visual stories.
- Produce campaign assets, motion graphics, social media creative, e-commerce content, and digital experiences across web, mobile, video, and print.
- Integrate generative AI and AI-assisted tools into research, concept development, visual exploration, prototyping, production, and digital product workflows.
- Manage multiple concurrent projects independently from discovery and creative direction through client presentation, revision, production, and launch.

Selected client work include Meta/Facebook, American Express, BioTe, State of Arizona, technology startups, educational organizations, and nonprofit clients.

designbytalha.com | hello@designbytalha.com | 818-267-9939
linkedin.com/in/talhaaltinozek | Pahoa, HI

Experience

Product Designer & Developer — Volunteer

Puna Rising | 2026 – Present

- Design and develop an AI-powered conversational intake system that collects and structures member skills, needs, resources, and interests.
- Lead UX, conversation flows, information architecture, interface design, and AI-assisted development from concept through prototype.
- Designed and developed the Puna Rising Gifts & Needs Hub, including consent-based profiles, intake flows, directory interfaces, and responsive experiences.
- Help organize and market Puna Regenerative Exchange events, facilitate community activities, present digital systems, and gather user feedback to inform product improvements.

Founder / Product Designer & Developer

Mana AI | 2026 – Present

- Design a privacy-first AI platform centered on user-owned memory, multi-model interaction, and specialized agents.
- Lead product strategy, UX/UI, interaction design, and AI-assisted development from concept through functional prototypes.
- Design experiences for persistent memory, agent collaboration, model selection, and controlled internet access.
- Use AI-assisted coding, APIs, front-end technologies, Git/GitHub, and cloud infrastructure to rapidly build, test, and iterate product concepts.
- Define the broader product vision around digital sovereignty, exploring how AI can function as a user-owned intelligence layer rather than a platform-controlled service.

E-Learning Designer

IntraEdge | 2020 – 2021 | Los Angeles, CA

- Created motion graphics, explainer videos, animated icons, vector graphics, infographics, and digital learning assets & experiences for Meta/Facebook, American Express, BioTe, the State of Arizona.
- Built interactive training modules in Articulate 360, instructional PowerPoint presentations, and educational websites.

Art Director

Honeyguide | 2016 – 2021 | Istanbul, Turkey

- Led a design and digital product development agency serving international clients.
- Directed multidisciplinary teams developing websites, applications, visual identities, digital products, and brand systems from strategy through final execution.
- Led creative direction, product design, client presentations, project planning, and coordination between designers, developers, and stakeholders.
- Established visual and UX direction across projects while maintaining consistency from initial concept through launch.

Product Designer & Co-founder

Otoneo.com | 2013 – 2016 | Istanbul, Turkey

- Co-founded an online new-car direct quote and sales platform and led product and visual design.
- Designed the customer experience, digital interfaces, user flows, brand identity, and marketing communications across multiple channels.
- Directed dealership integrations and UX testing for product improvements while coordinating closely with the back-end engineering team.
- Translated business and technical requirements into user-centered product experiences.

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Graphic Designer & Co-Founder

USSignWorks | 2005 – 2009 | San Francisco, CA

- Co-founded a creative collaboration specializing in wayfinding systems, signage, environmental graphics, and visual communication for physical environments.
- Developed concepts, visual systems, production artwork, and environmental applications from design through fabrication.

Community & NonProfit

ʻĀina Arts Society | Board Member & Design Contributor

2026 – Present

Support program development, event planning, visual communications, budgeting, and grant preparation. Developing a structured project intake process to help community initiatives define goals, needs, budgets, and information required for grant applications.

Education

Academy of Art University, 2004 - 2009
BFA in Computer Arts - New Media
San Francisco, CA

Technical Skills

Design & Prototyping
Adobe Creative Cloud · Figma · Framer · Sketch · Canva · PowerPoint

Motion & 3D
Adobe After Effects · Premiere Pro · Blender · Cinema 4D

Web & Product
HTML5 · CSS3 · JavaScript · Git/GitHub · WordPress · WooCommerce · Shopify · Responsive Web Design

AI & Emerging Technology
Generative AI Workflows · AI-Assisted Prototyping & Development · LLM Interfaces
Agent-Based Product UX · Multi-Model AI Workflows

Learning & Interactive Content
Articulate 360 · Instructional Design · Interactive Learning Content

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