

ECE SAĞLAM

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Amsterdam, Netherlands

BIO

I'm a researcher-turned-UI/UX designer with a MSc in Social Psychology and a passion for visual craft. With a researcher's brain and a creative's heart, I ground design decisions in user insight, behavioral science, and aesthetic precision.

EXPERIENCE

UX Researcher (Intern) – Userspots Istanbul, Turkey *Feb 2025 - Present*

- Contributed to user research across two client projects in the insurance and manufacturing sectors
- Conducted user interviews to surface user needs, pain points, and behavioral patterns
- Synthesized qualitative research data into actionable insights and findings to inform design direction
- Co-created service blueprints with the team, mapping end-to-end user journeys and identifying key touchpoints
- Collaborated cross-functionally with designers and researchers throughout the discovery and definition phases

EDUCATION

VRIJE UNIVERSITEIT AMSTERDAM Amsterdam, Netherlands *2023-2025*

Faculty of Behavioral and Movement Sciences

M.Sc. in **Social Psychology** (Research Master) GPA: 7.8/10

SABANCI UNIVERSITY Istanbul, Turkey *2018 – 2023*

Faculty of Arts and Social Sciences

B.A. in **Psychology**

Minor in **Philosophy**

SKILLS

Design Figma, Adobe Illustrator, Aseprite, Procreate

Research & Analysis: Usability testing, survey design, SPSS, R

Languages: English – IELTS Academic 8.0; French – DELF B2; Turkish – Native Speaker

SELECTED PROJECTS

- **Intueative** – Mobile app prototype 2026

An intuitive eating companion app designed from concept to high-fidelity prototype.

- Conducted user research, defined core flows, and built interactive prototypes in Figma.

- **Shell Game, Reimagined** – Interactive prototype 2026

A grim, tarot-inspired reinterpretation of the classic shell game. Created original pixel art assets in Aseprite and built the interactive prototype in Figma– combining illustration, UI design, and game design.

TRAININGS & CERTIFICATIONS

- **Brick Institute UX Bootcamp** 2025

Intensive 10-month UI/UX program covering design thinking, user research, wireframing, and prototyping in Figma.

PUBLICATIONS

Van Prooijen, J., Fousiani, K., Šrol, J., Čavojová, V., Ebert, A. C. K., Müller, E., & **Sağlam, E.** (2025). The Evil Enemy: Belief in conspiracy theories predicts attitudes to war. *European Journal of Social Psychology*, 55(7), 1420–1435. <https://doi.org/10.1002/ejsp.70021>

RESEARCH EXPERIENCE

- **Vegetarians' meat disgust and attitudes toward meat-eaters** Fall 2024-Spring 2025
Supervised by Prof.Dr. Joshua Tybur

Designed and ran two studies with 900+ participants. Conducted literature review, developed two original measurement scales, built and deployed surveys, ran quantitative analysis in R, and synthesized findings into a final report.

- **Belief in conspiracy theories and attitudes toward war [published]** Spring 2024
Supervised by prof.dr. Jan-Willem van Prooijen

Co-designed two studies with 1000+ participants examining the link between conspiracy beliefs and war-related attitudes. Contributed to literature review, survey design, and quantitative analysis with the team; authored the final report independently.

- **Relationships of bereaved parents after the child loss**
Fall 2021
Supervised by dr. Asuman Büyükcın-Tetik