Volkan Kantar

Senior Product Designer | Product Systems, Interaction Design & AI Prototyping

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experience

Senior Product Designer | Level

Mar 2026 - Nov 2026

- → Defined the foundational student experience, establishing information architecture, daily learning journeys, system behavior, and exception flows that aligned teams around product direction.
- → Established the digital interaction framework for English language arts (ELA), translating reading objectives into reusable interaction models, learning activities, and functional prototypes.
- → Led parent onboarding across mobile and desktop, aligning legal needs, external partners, and product stakeholders through end-to-end UX, interactive prototypes, and UI design.
- → Connected design exploration to technical implementation, building web prototypes for lab testing and using AI-assisted development to bring selected interactions into Godot.
- → Created learning-design templates and input tutorials that connected instructional goals with product behavior and taught students the skills needed to use learning activities.

Founder & Design Director | Volks Games

July 2024 - Present

- → Founded and led an independent studio building web and mobile games, AI-powered creative tools, and interactive brand experiences.
- → Designed and shipped 15+ games reaching 375k+ sessions and over 2M minutes of gameplay. Built interactive 3D UX prototypes using Figma, Three.js, and real-time tools.

Senior UX Designer | Microsoft (via Randstad)

July 2022 - June 2024

- → Led UX/UI design for Microsoft Solitaire Collection across desktop, mobile, and tablet, driving a 28% increase in daily active users.
- → Led cross-functional design, research, usability testing, and A/B experimentation. Introduced AI-augmented internal design patterns that improved team productivity by 22%.

Designer II | Microsoft (via 24 Seven Talent)

June 2021 - June 2022

- → Designed flows and responsive interfaces for Microsoft Casual Games, including Solitaire Collection, Minesweeper, and Jigsaw, across web, desktop, mobile, and Teams.
- → Built high-fidelity Figma prototypes and early 3D UX explorations to validate interaction models before engineering implementation.

Designer | Metal Toad

Jan 2021 - May 2021

- → Led enterprise UI/UX across media, healthcare, and technology, defining user journeys, responsive experiences, and scalable design systems.

Co-Founder & Design Lead | Molecule Arts

Sep 2016 - May 2020

- → Led a multidisciplinary design lab creating experimental 3D, motion, and interactive experiences, including real-time visual systems, shaders, and UI/UX prototypes.

awards

G3 Game Awards

2025 Remixer of the Year Nominee - Second Place 2025

Remix.GG

15 Games Shipped - 2M minutes Played - 80k Players - 350k+ Total Plays 2025

education

Springboard | UI/UX Design

Mar 2020 - Dec 2020

Bilkent University | BS Business Management

Sep 2007 - Dec 2011

skills

- UX Architecture & System Behavior
- Interaction Design & Reusable Patterns
- Design Leadership & Stakeholder Alignment
- Design Systems & Cross-Platform UX
- Research & Prototype Validation
- AI Agent Harness Development
- Agentic UX & Design Systems
- AI-Assisted Functional Prototyping
- HTML, JavaScript, React & Godot
- Figma & Three.js