

Mine Dodanlı — Creative Developer

Web • Motion • Digital Experiences

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PROFILE

Creative Developer building interactive web experiences and short-form motion. I run a live product end to end — a 189-route learning platform — from concept to release: interface design, module build, content architecture, QA and deployment. I work with an AI-assisted development workflow; direction, design decisions, acceptance criteria and quality control are mine.

SELECTED WORK

3D product launches and interactive experiences — Creative Developer

2026 · live

Seven independent case studies, each deployed on its own domain; design, 3D geometry, production code and release handled end to end.

- **ARQEN / SEREIN 01 — E:** a fictional electric grand tourer. Original vehicle geometry, a live WebGL scene loaded on demand (375 KB GLB) and a data-driven configurator; 374 KB with 3D closed.
- **NALYTH / KELN 01:** a fictional precision imaging instrument. 19K triangles, five scientific interactions, three brand directions, 3.4 MB production total.
- **KESİT / EŞİK:** an infrastructure decision system. Grid map, 24-hour demand curve, constraint and scenario modelling as four views of one model.
- **VELORREN:** a fictional jewellery atelier. Six original 3D objects, an optical laboratory with four light conditions, live product review.
- **EŞİK** and **TAVRA:** interactive narrative experiences for gastronomy and specialty coffee.
- **Thermoaşkı:** an end-to-end experience for an independent Thermomix consultancy; 3D visualisation derived from measured dimensions, 12 narrative stops.

Every fictional brand is **explicitly credited as fictional** on its case page; no real brand, client or performance claim is used.

ehlisunnah.com — Creative Developer / Product Owner

2025–2026 · live

A Turkish Islamic-studies platform. Not a blog — a body of interactive modules across 189 routes, held together by one design language.

- **Design system:** five complete atmospheres (themes) + token set; 873 components consistent across 189 routes.
- **Generative system:** deterministic illumination engine — text + three choices become a vector plate in the browser; identical input, identical output.
- **Data visualisation:** radial lineage diagram, 109 nodes across eight branches, polar layout in hand-authored SVG.
- **Information architecture:** transit-map navigation placing classical works on five lines with interchanges.
- **Computational interface:** working digital astrolabe — time/qibla computed on-device, offline; drawing determinism unit-tested.
- **Responsive design:** 320–1920px; mobile rebuilt, not shrunk.
- **Quality:** 2,080 tests (2,077 passing), clean tsc --noEmit, 40+ content validators before build.

Athari Legacy — Motion Designer

2025–2026

A vertical short-form series at 1080×1920; 49 finished pieces — typography, editing, diagrams and filming all solo. Three selected pieces show three distinct capabilities: type-only editorial narrative, information turned into diagram, and cinematic short-form with real footage.

TECHNOLOGIES

Framework & language: Next.js (App Router) · React · TypeScript · Node.js

Styling: Tailwind CSS · CSS Modules · styled-jsx · responsive layout (clamp, media queries)

Motion: framer-motion · GSAP (ScrollTrigger) · Lenis · CSS transitions/animation

Graphics: hand-authored SVG · Canvas · Three.js / React Three Fiber

Data: Zod schema validation · Zustand · file-based content pipelines

Quality: Vitest · Playwright (e2e and visual measurement) · ESLint · tsc

Delivery: Vercel · Git

Motion production: vertical short-form editing · editorial typography · ffmpeg pipelines

HOW I WORK

Brief per module → discovery → sign-off → staged implementation. Acceptance is **measured:** screenshots, pixel measurement, overflow and contrast checks. Content accuracy is a build condition.

Language: Turkish (native)