



# Elif Özyaşar

Industrial Designer, interested in using technologies and data to design meaningful designs and experiences.

## Contact

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### Location

Eindhoven, Netherlands

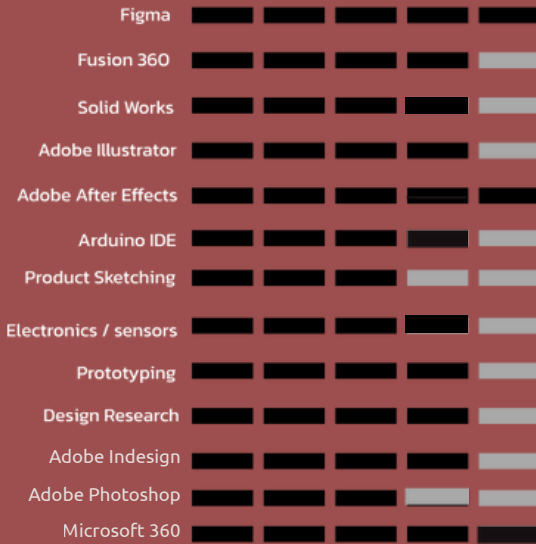
## Education

**Bachelor industrial Design** 09/2022- 09/2025

Eindhoven University Of Technology

## Skills

[More in my portfolio](#)



## PROJECTS

[To see more of my work, check out my portfolio](#)

### Bathbobber

09/2024- 01/2025

I was responsible for the design process of the Bathbobber client project, combining user testing, interaction design and client communication to translate requirements into a functional product. My work involved 3D modelling, user research, UI and UX design, and strategic design.

### Riseup

09/2023- 04/2024

Designed an IoT- based smart morning routine system for families using behavioral data to structure personalized routine suggestions. In-depth interviews and real-life prototype testing with families provided qualitative and quantitative insights for my design process. I presented a different perspective on routine planners through a digital experience.

### ShareSpot

09/2023- 04/2024

Designed an IoT-based public locker system for the Municipality of Eindhoven, aimed at improving accessibility of city facilities for low-income individuals. Focused on understanding public service contexts and translating user needs into interaction flows and application mockups through user testing.

### Wakey

09/2023- 11/2023

Designed a wearable design addressing drowsy driving by exploring pulse-based fatigue indicators and translating them into a responsive alert system. Focused on interaction feedback, safety considerations and prototyping to refine functionality and user experience.

## EXPERIENCE

### Internship at Total Support Group

09/2024- 01/2025

During my internship at Total Support Group, I worked on a client challenge, where I was responsible for structuring the problem through user research and analyzing insights. I translated findings into concrete design directions and proposals, aligning user needs with both technical and business constraints. I worked on designing the UI, physical prototype and electronics of the system.

### PI&V Student Mentor

09/2024-07/2025

Guided first-year Industrial Design students in developing their professional identity, purpose and long-term vision. Supported reflection, goal-setting and coached students in translating ideas into actionable goals.

### Board member of student team CASA

11/2023- 06/2024

CASA is a student team at Tu/e that aims to bring sustainable innovation to the built environment. I was in charge of representing my subteam during board meetings, informing the team of our progress, participating in discussions, and leading my team to stay on schedule.

### Head of subteam Bio-based Furniture

11/2023- 06/2024

### Design of student team CASA

I was head of the subteam dedicated to build sustainable furniture using bio-based materials. My responsibilities included team and meeting management, planning and external communication/ I participated in material research, modelling and concept creation.

## LANGUAGE

### English

Full Professional Proficiency

### Turkish

Native Proficiency

### Dutch

A2 (Currently learning)