

Elif Ozyasar

UX/UI & SERVICE DESIGNER

With a background in Industrial Design, I combine research and UI design to shape meaningful digital product experiences.



Eindhoven, Netherlands



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Portfolio

elifozyasar.com



[Elif Özyaşar](#)

EDUCATION

Bachelor of Science In Industrial Design
Eindhoven University of Technology
2022-2025

SKILLS

- Design Research
- Wireframing / prototyping
- UI Design
- Professional presentation
- Cross-functional collaboration
- Stakeholder communication
- Problem Solving

TOOLS

- Figma
- Fusion 360
- Solidworks
- Adobe CC
- Arduino IDE
- Lovable
- Miro

LANGUAGE

- English (Fluent)
- Turkish (Native)
- Dutch (A2 - *actively learning*)

EXPERIENCE

TWIN

05/2026 - ongoing

Collaboration with EventLabs

- Placed first in the **AI** for Live Events track at an AI Buildathon.
- Currently developing the concept into a digital **tool** that supports networking during and after live events.
- Developing the Full **UI** through prototyping with **Figma** and **Lovable**

UX/Product Design Internship

09/2024 - 01/2025

Total Support Group (TSG)

- Led the full design process end-to-end as the sole designer, owning **client** communication and alignment between user needs and technical requirements.
- Conducted user tests and translated insights into design requirements, physical design, and **UI** flows in **Figma**.
- Built a functioning prototype through programming, **3D design** and **electronics** development.

Professional Identity & Vision Mentor

09/2024 - 07/2025

EU Flex Technificent

- Mentored first-year Industrial Design students in developing their professional identity and vision through regular group sessions.
- Supported students in navigating challenges by creating a collaborative space for reflection, goal-setting and problem-solving.

Head of Subteam and Board Member of Student Team CASA

11/2023 - 06/2024

Team Casa (TU/e)

- Coordinated team **collaboration**, responsibilities and **workflows** to maintain structure and keep the project on track.

PROJECTS

Bathbobber 11/2023- 06/2024

- Was responsible for the **full design process** of the client project.
- Performed multiple **user tests** to assess different **UI flows** and **interaction** solutions.
- Designed high-fidelity **UI** in **Figma** and later implemented the flow to the physical prototype.

RiseUp

02/2024- 06/2024

- Designed a **data-enabled** morning routine planner
- Conducted user research through interviews, diary studies, observations, and **real-life testing**.
- Created a live **website** through exploring UI with **Figma** and later on **programming**.
- Explored how **AI** could support adaptive and personalized user experiences.

ShareSpot

09/2023- 04/2024

- Designed an **IoT-based public service system** for the Municipality of Eindhoven, through in-depth **user research** and behavioral analysis.
- Worked on creating a working MVP through **UI** design with **Figma**.
- Co-developed a full **market launch** plan and independently extended the project with a **new value proposition**.