

Elif Ozyasar

UX RESEARCHER & SERVICE DESIGNER

UX Researcher & Service Designer with a background in Industrial Design, focused on understanding people through research and data analysis to shape meaningful experiences.



Eindhoven, Netherlands



elifozyasar@gmail.com



+31 6 2923 6970

Portfolio

elifozyasar.com



[Elif Özyasar](#)

EDUCATION

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

SKILLS

- Design Research
- Problem Solving
- Stakeholder communication
- Professional presentation
- Cross-functional collaboration

TOOLS

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

LANGUAGE

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

PROJECTS

WORK EXPERIENCE

UX / Product Design Internship

09/2024 - 01/2025

Total Support Group (TSG)

- Worked as the sole designer on a **full design process** and was responsible for the **communication** with the **client**.
- Conducted multiple **user tests** and analyzed user insights to identify requirements and **improvement opportunities**.
- Coordinated between the client and engineers throughout the development process and supported alignment between technical and user requirements.
- Worked on **UI flows** with **Figma** and created a functioning UI through programming.
- Created a working prototype through **3D design** and electronics development.

Professional Identity & Vision Mentor

09/2024 - 07/2025

EU Flex Technificent

- Guided first-year Industrial Design students in developing their professional identity and vision.
- Facilitated **reflection** and **goal-setting** through regular mentoring sessions.
- Helped students navigate challenges and practice **problem-solving** in a collaborative environment.

Head of Subteam and Board Member of Student Team CASA

11/2023 - 06/2024

Team Casa (TU/e)

- Coordinated **collaboration**, responsibilities and **communication** within the team to support shared project goals.
- Contributed to **organizing workflows**, maintaining structure, and supporting project and timeline **planning**.

Bathbobber 11/2023 - 06/2024

- Was responsible for the **full design process** of the client project.
- Combined **user research** and **data analysis** to translate requirements into a functional product.
- Worked on requirements documentation, **risk analysis**, and process documentation.
- Delivered a working physical prototype and a full UI flow.

RiseUp

02/2024 - 06/2024

- Designed a **data-enabled** morning routine planner focused on improving the routines of families.
- Conducted user research through interviews, diary studies, observations, and **real-life testing**.
- Designed a **digital/physical hybrid** experience.
- 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 aimed at low-income individuals.
- Conducted user research to identify behavioral patterns and opportunities.
- Created **service blueprints**, **user journeys**, and UI designs/flows.
- Worked within a multidisciplinary team.
- Co-developed a full **market launch** plan and independently extended the project with a new **value proposition**.