



Elif Özyaşar

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

Contact

Phone

+31 6 29 23 69 70

Email

elifozyasar@gmail.com

Location

Eindhoven, Netherlands

Education

Bachelor industrial Design

Eindhoven University Of Technology

Skills

[More in my portfolio](#)

Figma	██
Fusion 360	██
Solid Works	██
Adobe Illustrator	██
Adobe After Effects	██
Arduino IDE	██
Product Sketching	██
Electronics / sensors	██
Prototyping	██
Design Research	██
Adobe Indesign	██
Adobe Photoshop	██
Microsoft 360	██

LANGUAGE

English

Full Professional Proficiency

Turkish

Native Proficiency

Dutch

A2 (Currently learning)

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 research, interaction design and client communication to translate requirements into a functional product. Conducted research, requirements documentation, risk analysis, and iterative usability testing. Delivered two prototypes and a full UI flow with client recommendations

Riseup

09/2023- 04/2024

Designed an IoT-based smart morning routine system for families using behavioral data to personalize routine suggestions. Conducted diary studies and in-depth interviews to understand real behaviour, and tested a working prototype with families in their daily lives.

ShareSpot

09/2023- 04/2024

Designed an IoT-based public locker system for the Municipality of Eindhoven, aimed at improving accessibility for low-income individuals. Focused on understanding public service contexts and translating user needs into interaction flows and application mockups. Co-developed a full market launch plan and independently extended the project with a new value proposition backed by service blueprinting and MVP testing.

Heka

02/2023- 06/2023

Designed an intelligent agent product to help students manage stress during study sessions. Contributed to concept development, ideation, application mockup design, high-fidelity prototyping, and user testing.

EXPERIENCE

Internship at Total Support Group

09/2024- 01/2025

Worked independently as the sole designer on the Bathbobber client project. Took ownership of the full design process including user research, interaction design, UI development, physical prototyping, and technical documentation.

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.

Head of subteam Bio-based Furniture Design of student team CASA

11/2023- 06/2024

Led the bio-based furniture subteam, responsible for team management, planning, external communication, material research, modelling and concept creation. Represented the subteam in board meetings and guided the team to stay on schedule.

Board member of student team CASA

11/2023- 06/2024

Represented the subteam during board meetings, informed the team of progress and participated in strategic discussions.