NOÉMIE TAPIE
UX + PRODUCT + DESIGN

⌖ Toulouse - open to relocation
✉ noemie.tapie@gmail.com
in LinkedIn

Enthusiastic UX/UI researcher & designer with a rich international background, one year of work experience in UX and two years in graphic design, I am dedicated to innovating and enhancing user experience. I thrive and grow in motivating and inspiring environments.

I am looking for a position as a **Product Designer, Product Owner with a UX focus, UX Researcher or UX/UI Designer**.

TOOLS

CSS	Photoshop
Miro	Office 365
HTML	Illustrator
Figma	ChatGPT
Notion	VSCode

METHODS

Research	Competitor Analysis
Personas	Qualitative Analysis
Scenarios	Interaction Design
User Flow	Inspiration Board
Use Cases	Paper Prototypes
Interviews	Architecture Map
Workshops	Figma Prototype
Wireframes	Empathy Maps
Storyboards	User Journey
Design Brief	User Testing

SKILLS

Open-Mindedness
Creative Thinking
Problem Solving
Collaboration
Team Player
Motivation
Curiosity

LANGUAGES

French - Native
English - Bilingual *TOEFL*
German - C1 *Test DAF*

EXPERIENCE

Product Designer - Thales Avionics
Feb 24 - Aug 24

Conducted UX research on a previously unknown user base, positioning Thales as an industry leader in flight dispatcher products. Developed user-centric services integrated into upcoming Thales products. Responsibilities included contacting users and clients, leading user research, presenting findings, proposing solutions, and authoring a research article.

UX Research - LISN Lab
May 23 - Aug 23

Conducted comprehensive user research for OnePUB, a collaborative publishing platform, and facilitated workshops with stakeholders and users to gather new insights. My responsibilities included conducting user interviews, creating architecture maps, leading workshops, and illustrating a book that showcases the latest UX methodologies.

Graphic Designer - Statista
Jan 20 - Sep 22

Designed logos and posters for Statista, including one for an illustrator known for Spiderman. I created 2-3 PowerPoint presentations per week on specific topics, each unit valued at €465. My responsibilities included transforming statistics into intuitive visual representations, designing logos, posters, and flyers, adhering to the company's brand guidelines, and training new employees.

Customer Service - Down Under
Apr 18 - Dec 19

Delivered exceptional customer service in a fast-paced environment, managing multiple tables and ensuring a positive experience for all guests. Efficiently took orders, served food and beverages, and addressed inquiries. Collaborated with kitchen and bar staff for timely service, maintained cleanliness, adhered to food safety regulations, and handled cash transactions accurately.

INTERESTS

Dancing, hiking, bouldering, singing, travelling, cooking, playing games, visiting friends, reading.

Ethical and philosophical concerns, environment, well-being, inclusivity

REFERENCES

Contact details available upon request.

EDUCATION

MSc. EIT Digital Master School

Sep 22 - Sep 24

Double degree in Human-Computer Interaction at two top-tier European universities and a minor in entrepreneurship and innovation technologies.

MSc. HCI and Design - Aalto University

Sep 23 - Sep 24

During my semester at Aalto University, I studied web design theory, machine learning, and UX. Additionally, I volunteered at Slush, a leading startup and tech event, where I gained valuable experience in event coordination and networking.

EIT Digital Summer School - AI and healthcare

Aug 23 (2 weeks)

During this summer school, we assisted Thera, a journaling app and emotional companion, in improving its business model while considering ethical issues related to AI in e-health.

EUGLOH Summer School - XR and E-Health

Jul 23 (2 weeks)

We introduced a VR solution for meditation and mindfulness. I led our team to victory by showcasing the project to numerous professors and students from EUGLOH partner universities.

MSc. HCI and Design - Université Paris-Saclay

Sep 22 - Sep 23

I have learned the theory and practice of user research, user research methods, UX design, business development, and teamwork. My side projects include creating robots, developing video games, and designing new interaction techniques.

BSc. Human-Computer Interaction - Universität Hamburg

Sep 22 - Sep 23

I have learned the fundamentals of computer science, psychology, sociology, biopsychology, and statistics. I also have knowledge in VR/AR and the fundamentals of logic and mathematics. My side projects include publishing research articles, creating VR games, and participating in hackathons.