

Noémie Tapie

UX Designer

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Noémie is an empathetic, dynamic, and innovative designer with a proven track record of creating user-centered solutions that drive business results. With experience across industries such as aviation, education, and publishing, from large organizations to early-stage startups, she has the ability to quickly adapt to new challenges and uncover business opportunities. She combines analytical thinking and creativity to solve complex problems, leveraging her project management skills and stakeholder engagement to bridge the gap between business goals and user experiences. Known for her clear communication, collaborative spirit, and respect for diverse perspectives, Noémie builds strong, lasting partnerships that drive long-term success. Her empathy for users and her capacity to detect usability issues combined with her visual expertise ensures clean, functional, and intuitive interfaces, prioritizing seamless user experiences and making her a trusted partner for impactful digital transformation.

Experience

Product design IngéProf

Education

Toulouse, FR

Jan 2025 - Current

I conducted competitor analysis to inform branding and positioning in the competitive landscape. Based on the results, I enhanced the start up's online presence by designing tailored assets for social media. I also audited the platform and identified key areas for improvement of the customer experience, while provided actionable recommendations (user flows, wireframes) to ensure a seamless UX.

UX Design Thales

Aviation

Toulouse, FR

Feb 2024 - August 2024

I led the end-to-end UX Research, planning and prototyping, including discovery research and testing. I presented insights to stakeholders, identifying business opportunities and driving product decisions. Through my pro-active approach, I collaborated with 10 partners across different regions, initiating 1 successful long term partnership. I suggested an optimization reducing climate impact by 1% in the short-term and up to 30% in the long-term.

UX Research LISN Lab

Education & Publication

Paris, FR

May 2024 - September 2024

I planned and prioritized research tasks for a digital writing and design tool. I then conducted field research through interviews and gathered user needs. Based on my learnings, I designed interaction design based on user needs. Finally, I presented the insights and facilitated stakeholder workshops, guiding future development of the solution.

UI/Graphic Design Statista

Media & Publication

Hamburg, GE

Jan 2020 - September 2022

I designed customized infographics, charts and visuals and produced illustrative images. This enabled me to design hundreds of data-driven products for user readability. I validated and tested the visuals with team members and clients. Additionally, I trained 2 new team members and co-created a reusable asset database.

Skills

Communication	Figma / Figjam	Use case	User tests
Collaboration	Miro / Notion	Personas	User journey
Time management	Protopie	Scenarios	Questionnaire
Workshop facilitation and animation	Illustrator / Photoshop Microsoft	Interviews	Empathy maps
Curiosity	Office 365	User flows	Market analysis
Respect	Trello / Jira	Prototypes	Quantitative and qualitative analysis
Creativity	CSS / HTML	Wireframes	Architecture map
		Storyboards	

Education

Aalto University

Master of Science Human Computer Interaction and Design

Minor : Innovation and Entrepreneurship
Relevant class : Master thesis graded 5/5
GPA : 4.5/5 – Graduated with honors

Université Paris-Saclay

Master of Science Human Computer Interaction and Design

Minor : Innovation and Entrepreneurship
GPA : 17/20

Hamburg University

Bachelor of Science Human-Computer Interaction

Minor : Computer Science, Psychology, Design

Languages

French (native)
English (fluent)
German (fluent)

Awards

XR and E-Health

First Place with meditation and mindfulness VR application

EUGLOH Summer School

Fourth place for the design of a serious game for employee training

Airbus Hackathon

Third place for the design of an escape room in VR

EXPO 2020

Credentials

Bending Spoons – Design Flow 2025

CBTW 2024 – European Finalist: Digital Product Challenge (13th/450)

AXA France 2024 – Top Scorer: Challenge of the Best Computer Science Student

Dubstech Protothon – UX/UI certificate

Slush 2023 – Group Lead of Volunteer Team

EIT Digital Summer School – AI and Well-Being

EU vs. Virus Hackathon 2020 – Simulation and visualization of the spread of COVID-19