

Eugenie Barnet

eugeniebarnet@outlook.com • Sydney, NSW

[Portfolio](#) • AGSVA Clearance

As a user-centric designer, I specialise in crafting digital experiences that both engage and inspire customers while aligning with client requirements. My practical understanding of user behaviour, passion for innovation, and commitment to enhancing user experiences contribute to successful design solutions.

Experience

UX/UI Design Lead and Human Engineering Specialist, Collins Aerospace, Sydney Oct 2022 – Present

UX/UI Design

- Led the design of multiple desktop applications enabling the configuration, exchange, and display of tactical, operational, and strategic data across Joint Force and coalition platforms. Integrated real-time data within complex systems to deliver intuitive audio-visual alerts and dynamic visualizations, enhancing user decision-making
- Documented and designed plugins for data visualization, adapting Heads-Up Display (HUD) technology from elite fighter aircraft and commercial jets to Head-Mounted Displays (HMDs) for ground-based warfighting applications
- Collaborated with engineers to establish company-wide digital design guidelines, ensuring consistent adoption across all software programs and empowering teams to operate with greater autonomy
- Facilitated incremental modernisation of existing software components, integrating them into broader software systems to align outdated user interfaces with evolving communication technologies
- Engaged in recurring client working groups, actively contributing to maintaining a positive working relationship, managing progress and aligning expectations
- Conducted iterative review of visual prototypes with unique end users, generating iterative design solutions based on user feedback, usage data and research findings
- Translated ambiguous customer requirements into detailed user interface specifications and conducted thorough user needs analysis

Human Engineering (HE)

- Led the Human Engineering program for multiple projects, actively participating in both software and systems engineering agile development teams, and executed design activities to achieve cost, quality and schedule objectives
- Applied industry standards such as MIL-STD-1472, MIL-STD-46855 and ISO 9241-210 developing implementation plans, conducting conformance analysis, and tracking adherence across relevant project lifecycle stages
- Derived and verified Human Factors related requirements and supported development teams in verifying and validating these requirements through relevant project lifecycle stages
- Actively involved in the System Safety Program, providing input to, and reviewing project-associated system safety deliverables. Identified and tracked HE and UX/UI related hazards, implementing appropriate controls and influencing designs based on these findings

UX/UI Design

- Developed and implemented Breville’s first screen-based design system and brand guidelines to deliver quality product, collaborating with overseas development teams
- Led a small team of UX/UI designers and coordinated their contributions to the end-to-end design and implementation of Brevilles digital ecosystem upgrade and platform migration
- Collected, defined, and translated user requirements through brainstorming, contextual interviews, data-driven market research and business strategy meetings to create planning tools such as job stories, user archetypes and customer journey maps
- Ideated design solutions iteratively through sketching, wireframes, jobs to be done and user flows in both an individual and collaborative environment
- Enabled valuable user testing and solution exploration by producing both lo-fi and hi-fi prototypes ranging from paper sketches to clickable digital mock-ups

Industrial Design

- Granted 3 worldwide [patents](#) and received international design awards including the [Red Dot](#), [Good Design](#), [IDSA](#) and [Chicago Design](#) Award for the Creatista Plus coffee machine
- High attention to detail with experience taking design projects through all stages of development from concept to product launch whilst ensuring products are desirable to consumers, technically feasible and financially viable
- Creatively conceptualises and communicate design ideas through sketching, 2D renders, realistic 3D renders, low fidelity prototypes, foam models, block appearance models and fully functional prototypes
- Designed over 100+ injection moulded and sheet metal parts and engineered complex mechanical sub-assemblies
- Worked with suppliers and manufacturers overseas to optimise overall production quality through designing to lean manufacturing principles including poka-yoke (mistake proofing) and keeping set assembly steps to 7 seconds where possible

Sessional Tutor – Industrial Design, University of New South Wales, Sydney

Jul 2017 – Aug 2021

Helped make students employment-ready by sharing practical experience from my roles and providing constructive feedback and positive critiquing of their work.

Industrial Design Intern, SCOTT Automation + Robotics, Sydney

Dec 2013 – Feb 2014

Improved particle control of an Innovative Conveying System (ICS) for underground mining systems to enhance productivity.

Education

Bachelor of Industrial Design, Honours Class 1

2011 – 2014

University of New South Wales, Sydney

Technical Skills

- Adobe Create Suite, Proto.io, Figma
- Slack, Teams, Confluence, Jama, Jira, Trello, Miro, Whiteboard
- NX, KeyShot, Solidworks, Teamcenter
- MS Office, MS Project, MS Visio