

Nefeli Lemessiou

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Summary

Product and Industrial Designer specialising in user-centred design, IoT, and tangible interaction. Skilled in design research, concept development, prototyping, and 3D modelling for manufacturable, human-centred solutions. Experienced across physical–digital systems, combining CAD, electronics, and UI/UX design to create integrated, user-focused products.

Experience

Product Designer — Self-Initiated Projects

Onaka (MA Project, Royal College of Art | 2024–2025)

- Designed and prototyped a connected IoT health device and companion app, integrating Arduino, Blynk IoT, and 3D printing for functional prototyping.
- Created the UI/UX in Figma and Lovable, developing wireframes and interactive prototypes for a low-stress user experience.
- Conducted user interviews and usability testing with GI patients to refine intuitive, low-cognitive-load interactions.
- Developed branding and a cohesive visual identity across physical and digital touchpoints.

period. (BA Project, University of Edinburgh | 2023–2024)

- Designed an AI-assisted interactive calendar using Raspberry Pi, combining physical computing and human–computer interaction principles.
- Built a mobile app from scratch in Figma, defining user flows, wireframes, and a responsive UI system.
- Conducted user research and testing to identify UX pain points in existing products and improve usability.
- Fabricated the prototype in wood and metal, focusing on ergonomics, CMF, and design for manufacturing.
- Exhibited at New Designers 2024, showcasing both digital and physical prototypes.

Education

MA Design Products — Royal College of Art, London, 2024–2025

BA Product Design (First Class Honours) — University of Edinburgh, 2020–2024

Skills

Design & Prototyping: Modelmaking, 3D Printing, Casting, Laser Cutting, Digital Fabrication, Design for Manufacturing (DFM), Colour, Material, Form (CMF)

Digital Tools: Fusion 360, Blender, Illustrator, InDesign, Figma, Premiere Pro

Electronics & Code: Arduino, Raspberry Pi, Blynk IoT, Python (basic)

UX/UI Tools: Figma, Lovable, Wireframing, Interaction Design, A/B Testing, User Journey Maps

Soft Skills: Collaboration, Problem Solving, Adaptability, Time Management, Communication

Languages

English (fluent), Greek (native)

Exhibitions

RCA Degree Show 2025 | New Designers 2024 | ECA Grad Show 2024