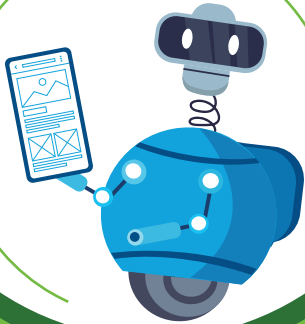


HMI DESIGNER



JOB DESCRIPTION

HMI Designers in aviation develop user-friendly interfaces for pilots, ATCO, and airline operators. Their work focuses on improving cognitive load management, reducing human error, and enhancing the usability of cockpit systems, ATC interfaces, and in-flight controls. They ensure compliance with aviation safety standards and optimize interaction between humans and complex systems.

SALARY

€€

DAILY ROUTINE

Conducting user research, usability studies, heuristic evaluations, and interface prototyping. Collaborating with aerospace engineers, pilots, and software developers to refine interface designs. Testing interface usability in simulated environments and real-world conditions. Preparing design specifications and compliance documentation.

IMPACT ON PRIVATE LIFE

The role generally follows regular office hours, but project deadlines and usability testing sessions may require additional work. Occasional travel for research, conferences, or testing in flight simulation environments may be necessary.

SKILLS AND COMPETENCIES

Expertise in interface design principles, user-centered design methodologies, usability testing, and digital prototyping. Strong knowledge of Figma, Miro, Adobe Creative Suite, and eye-tracking research. Experience in cognitive workload assessment, pilot interaction design, and aviation system interfaces.

SELECTION CRITERIA

Candidates must have experience in designing user interfaces for complex systems, preferably in aviation, automotive, or defense industries. They should demonstrate proficiency in wireframing, prototyping, and UI/UX research methods. Strong collaboration skills with engineers, developers, and product teams are required, along with the ability to translate user needs into intuitive and functional interface designs. Familiarity with cockpit displays, FMS, and ATC interfaces is advantageous. Some roles may require experience in AR and AI-driven aviation interfaces.

Engage 2

SUPPORTED BY
sesar
JOINT UNDERTAKING



Co-funded by
the European Union

This project has received funding from the SESAR Joint Undertaking under the European Union's Horizon Europe research and innovation programme under grant agreement No 101114648.

EDUCATION

A bachelor's or master's degree in Human-Computer Interaction, Industrial Design, Cognitive Science, or related fields.

YEARS OF TRAINING REQUIRED

4-6 years, including a bachelor's or master's degree plus 3-5 years of experience in interface design.