



Extended Curriculum Vitae of Emar Vegt

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Personal

Full Name:	Efraïm Marth Vegt
Calling Name:	Emar
Address:	Ask me Gouda The Netherlands
Phone:	+31 6 826 13084
E-mail:	design@emarvegt.com e.m.vegt@alumnus.tue.nl
Website:	emarvegt.com
Date/place of Birth:	February 13th 1985, Gorinchem, The Netherlands
Nationality:	Dutch
Driver's license:	Yes, B



Profile

I am a hardworking and motivated Industrial Design Master specialized in interactive sound and sound for interaction, with an open mind to design challenges and solutions in the overlap of design, the user and technology. I am flexible, quickly adapting to new situations. I am continuously expanding my knowledge and skills and I like to experiment and create working prototypes. I can be a perfectionist, and though I work best in a team, I am able to plan and work individually as well. My personal interest is in the combination of senses in the design of interactive products, especially in the integration of sound in design.

Work experience

January 2017 – present	Senior Interaction Designer at Mirabeau Amsterdam, The Netherlands
2010 – December 2016	Sound Design at BMW Group Munich, Germany
September 2009 – present	Founded one-man company Vegt Design, doing occasional freelance projects The Netherlands and Germany
February – August 2009	Master Thesis at BMW Group research and development, acoustics department Munich, Germany
2003 – 2009	Shop-assistant at KPN Store Gorinchem, a (tele)communication retail store. Gorinchem, The Netherlands
March – June 2007	Internship at design studio Interaction Design Lab Milan, Italy

2000 – 2002
Freelance web design
Gorinchem, The Netherlands

Education

2007 – 2009
Master of Science, Industrial Design at Eindhoven University of Technology
Eindhoven, The Netherlands
Graduated with Master Thesis “The Sound of Silent Cars”

2003 – 2007
Bachelor of Science, Industrial Design at Eindhoven University of Technology
Eindhoven, The Netherlands

1997 – 2003
High School VWO (Atheneum) at Lyceum CSG De Oude Hoven
Gorinchem, The Netherlands

Extra-curricular

2015
Dynamic, real-time soundscape for Our Product, an art installation by Pamela Rosenkranz, displayed at the Swiss Pavilion of the 2015 Venice Biennale.

2010
Sound installation for Mind the Gap, an art installation by Markus Benesch for the “Phoenix in der Asche” exhibition in Munich.

May 2006 – February 2007
Organisation and music direction of Mash.iD: a performance of several musicians and DJs, to celebrate the five-year anniversary of the Industrial Design student union. 650 visitors.

April-2006 – March 2008
Student assistant at the Sound Studio of the faculty of Industrial Design at Eindhoven University of Technology.






2003 – present
Composed and arranged several songs for third parties, for instance a film score, a soundtrack for short theatre performance and arrangements for a small orchestra.

2002 – 2006
Main sound operator at an annual musical for approx. 500 spectators.

Languages

Dutch (native)
English (fluent)
German (fluent)
French, Italian (rudimentary)

Competencies & Skills

 <p>Processes</p>	<p>Design processes and methods</p> <p>Experienced planning, leading and working in all stages of user-centered, iterative design processes for complex interactive projects: analysis, understanding, idea generation, concept development, concept validation and refinement, user testing, concept communication, presentation and delivery.</p>	<p>Project management</p> <p>Vision, strategy, planning, budgeting, prioritizing, outsourcing, communication and presentation to stakeholders.</p>	<p>Coaching</p> <p>Coaching of designers and technicians throughout the product development process.</p>
 <p>Sound</p>	<p>Sound design / music production</p> <p>Highly experienced with professional studio and live audio equipment and software.</p>	<p>Sound recording</p> <p>Field recording, editing and mixing of sound for media, adver, games, simulations and tests.</p>	<p>Sound synthesis, advanced sound processing, algorithm and prototyping</p> <p>Development of new sound synthesis and sound processing algorithms and tools for prototyping and hardware development purposes using Max/ MSP.</p>
 <p>Visual</p>	<p>Graphic design, photo manipulation, desktop publishing</p> <p>Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Microsoft Office, Apple iWork.</p>	<p>Sketching and hand drawing</p> <p>Markers, Pencils, Pastels, Various paint types.</p>	<p>Video editing / compositing / effects</p> <p>Adobe Premiere, Adobe After Effects, Sony Vegas, Final Cut Pro</p> <p>Webdesign</p> <p>HTML, CSS, PHP, basic understanding of MYSQL, Apache and Linux</p>
 <p>Prototyping & Engineering</p>	<p>Prototyping</p> <p>Construction of working prototypes, basic electronics, soldering, Arduino, PIC Microcontroller, Phidgets, Max/MSP + Jitter.</p>	<p>Programming</p> <p>Max/MSP, Java, Visual Basic, JAL, C, Actionscript 2, PHP, Processing, Puredata</p>	<p>3D modelling</p> <p>Hand modelling using various materials, CAD modelling and rendering using Solidworks and 3D Studio Max.</p> <p>Systems engineering</p> <p>Conversion of prototyped concepts into technical specifications for series production. Cooperative hardware development in a team.</p>
 <p>Automotive</p>	<p>Vehicle interior user interaction design</p> <p>Multimodal interaction design for the vehicle interior, from entertainment to safety-critical functions.</p>	<p>Vehicle exterior user interaction design</p> <p>Multimodal exterior interaction design for hybrid, electric and autonomous vehicles in traffic and in encounters with pedestrians.</p>	<p>Advanced vehicle handling</p> <p>Basic, Extended, Prototype vehicle and hybrid vehicle driving and safety training, intended for automotive test driving.</p> <p>Automotive prototyping and technology</p> <p>Vehicle infotainment systems, hybrid drivetrain software, CAN, embedded systems development and prototyping.</p>