



# Extended Curriculum Vitae of Emar Vegt

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## Personal

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Date/place of Birth: February 13th 1985, Gorinchem, The Netherlands  
Nationality: Dutch  
Driver's license: B (and several advanced trainings)



## 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

- October 2018 – present (Principal) Interaction Design Lead at Mirabeau  
Amsterdam, The Netherlands
- January 2017 – October 2018 Senior Interaction Designer at Mirabeau  
Amsterdam, The Netherlands
- 2010 – December 2016 Sound Design at BMW Group  
Munich, Germany
- September 2009 – present Founded Vegt Design for doing occasional freelance projects  
Various countries
- February – September 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

## 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

## Selection of freelance work

- 2017 Sound design for the museum piece 'Anamazon (Into the Land)' by Pamela Rosenkranz, exhibited at the [Louisiana Museum of Modern Art in Denmark](#) from October 10, 2017 to February 25, 2018.
- 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)

# Competencies & Skills

Strategy & Processes



## Design processes and methods

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.

## Project management

Vision, strategy, planning, budgeting, prioritizing, outsourcing, communication and presentation to stakeholders.

## Coaching

Coaching of designers and technicians throughout the design and development process.

Sound



## Sound design / music production

Highly experienced with professional studio and live audio equipment and software.

## Sound recording

Field recording, editing and mixing of sound for media, adver, games, simulations and tests.

## Sound synthesis, advanced sound processing, algorithm and prototyping

Development of new sound synthesis and sound processing algorithms and tools for prototyping and hardware development purposes using Max/MSP.

Visual



## Graphic design, photo manipulation, desktop publishing

Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Microsoft Office, Apple iWork.

## Sketching and hand drawing

Markers, Pencils, Pastels, Various paint types.

## Video editing / compositing / effects

Storytelling and creative editing, Adobe Premiere, Adobe After Effects, Sony Vegas, Final Cut Pro

## Webdesign

Basic understanding of HTML, CSS, PHP and MYSQL, Apache and Linux

Prototyping & Engineering



## Prototyping

Construction of working prototypes, basic electronics, soldering, Arduino, PIC Microcontroller, Phidgets, Max/MSP + Jitter.

## Programming

Max/MSP, Java, Visual Basic, JAL, C, Actionscript 2, PHP, Processing, Puredata

## 3D modelling

Hand modelling using various materials, CAD modelling and rendering using Solidworks and 3D Studio Max.

## Systems engineering

Conversion of prototyped concepts into technical specifications for series production. Cooperative hardware development in a team.

Automotive



## Vehicle interior user interaction design

Multimodal interaction design for the vehicle interior, from entertainment to safety-critical functions.

## Vehicle exterior user interaction design

Multimodal exterior interaction design for hybrid, electric and autonomous vehicles in traffic and in encounters with pedestrians.

## Advanced vehicle handling

Basic, Extended, Prototype vehicle and hybrid vehicle driving and safety training, intended for automotive test driving.

## Automotive prototyping and technology

Vehicle infotainment systems, hybrid drivetrain software, CAN, embedded systems development and prototyping.

