



# Curriculum Vitae of Emar Vegt

## August 2022

### Personal

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



### Profile

I am Emar Vegt, design leader with a passion for human-centric, multi-modal design, currently leading about fifty creative professionals and defining the design tracks in several projects at Mirabeau, a Cognizant Digital Business. With twelve years of experience in solving real user problems through design and eight years of experience leading design teams in complex projects, I feel most at home coaching and empowering designers so that they can deliver their best work.

I function as the interface between design and business, working with both to learn from each other and achieve lasting results, whether that requires diving deep into the business side of design, shaping a team, establishing processes or quantifying the value of UX. With team members, I focus on developing mutual trust, ownership and quality, founded in appreciation of growth, community and openness in conversation. If I'm seeing my team deliver great work while enjoying it and being recognised for it, I'm having a good day.

### Work experience

Jan 2022 – present Co-founder / Design Director at Design-Well  
Amsterdam, The Netherlands

May 2021 – Dec 2022 Senior Design Consultant at Design-Well  
Amsterdam, The Netherlands

May 2020 – Apr 2021 Head of Experience Strategy & Design Benelux at Mirabeau / Cognizant  
Amsterdam, The Netherlands

Oct 2018 – Jun 2020 Interaction Design Lead / Design Strategist at Mirabeau / Cognizant  
Amsterdam, The Netherlands

Jan 2017 – Sep 2018 Senior Interaction Designer at Mirabeau  
Amsterdam, The Netherlands

2010 – Dec 2016 Sound Design at BMW Group  
Munich, Germany

Sep 2009 – present Founded Vegt Design for doing occasional freelance projects  
Various countries

Feb – Sep 2009 Master Thesis at BMW Group research and development, acoustics department  
Munich, Germany

Mar– Jun 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

- 2021 Sound design for the museum exhibition 'House of Meme' by Pamela Rosenkranz, exhibited at [Kunsthhaus Bregenz in Austria](#) from April - July 2021.
- 2020 Product sound design for Boon Edam BV.
- 2019 Sound design for multiple brands of commercial truck manufacturers PACCAR and DAF.
- 2018 Exploration of sound design for autonomous delivery robot Serve from LA food delivery company Postmates.
- 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.
- 2003 – present Occasional composing and arranging music for third parties and projects.

## 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, digital design**

Sketch, Figma, Adobe Creative Suite, 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 digital and physical prototypes, IoT, basic electronics, soldering, ESP8266, Arduino, Max/MSP, Invision, Origami.

**Programming**

Max/MSP, Java, Visual Basic, C, PHP, Processing, Puredata

**3D modelling**

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

**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.