



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 Emar Vegt, design leader with a passion for human-centric, multi-modal design, currently leading design teams and defining the design tracks in several projects as design director and co-founder at Design-Well. With 15 years of experience in solving real user problems through design and 8 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
DPG Media, RVO, Gaggenau and more
- May 2021 – Dec 2022 Senior Design Consultant at Design-Well
DPG, NBTC, Greymen and more
- May 2020 – Apr 2021 Head of Experience Strategy & Design Benelux at Mirabeau / Cognizant
Covantis, Loyens & Loeff, Nouryon, Sanofi
- Oct 2018 – Jun 2020 Interaction Design Lead / Design Strategist at Mirabeau / Cognizant
Brunel, Ahrend, Pepsico, Covantis, Qmusic
- Jan 2017 – Sep 2018 Senior Interaction Designer at Mirabeau
Nuon, Carnext, ING wholesale
- 2010 – Dec 2016 Sound Design at BMW Group, Munich
All BMW, MINI and Rolls-Royce models, BMW i3, BMW i8
- Sep 2009 – present Founded Vegt Design for doing occasional freelance projects
DAF, Boon Edam, Royal Haskoning, MassiveMusic, Studio Rosenkranz, Rbell
- Feb – Sep 2009 Master Thesis at BMW Group research and development, acoustics department
"The Sound of Silent Cars"
- Mar– Jun 2007 Internship at design studio Interaction Design Lab, Milan
Various projects

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 [Kunsthau 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.