Curriculum Vitae → Dr Doménique van Gennip

Dutch citizen, Australian PR visa with full working rights

Contact: +61 41 611 9485   vangennip@gmail.com   https://www.linkedin.com/in/dvangennip

Portfolio: domvangennip.com

Summary

I'm an experienced UX researcher and product designer. I'm proficient with both qualitative and quantitative approaches to the scoping and design of products and services. I am keen to work on innovative projects, especially new product and service development, in a collaborative environment.

Skills

- Strong creative, design, research, and engineering skills that enable me to scope, design, and develop novel ideas in software and hardware.
- Exceptional written, visual and oral abilities to communicate effectively in English and Dutch.
- Effective project management skills for small and medium projects, including:
    - 11+ years of project and research experience in:
        - new product development and UX research, with a focus on emerging digital technology;
        - human-centred research methods to support development of interactive products, systems, and services (including interviews, diary studies, user flows, journey maps, etc.);
        - sketching, prototyping, and 3D animation to explore and convey design solutions.
    - 8+ years of teaching experience on design and user research topics, including lectures and subject coordination of large, multi-project undergraduate teaching for 3100+ students;
- Proficient in digital design tools including Adobe CC, Figma, Blender 3D, and SolidWorks, as well as software development in HTML, CSS, JS, and python.

Experience and achievements

Industrial Design Engineer – Nexport (Feb 2022 - present)

- First industrial design engineer for a scale-up electric bus company seeking to improve and extend its offerings to stay ahead of competition in service delivery, and passenger and driver experience.
- Led the challenging and time-constrained design and build of an innovative multi-use vehicle prototype, in close collaboration with internal workshop technicians and our university partner. The completed vehicle was showcased to great success at the biannual Sydney Bus & Coach Expo.
- Created vision for and collaborated with overseas suppliers on two facelifts for public transport buses, with special attention to design for manufacturing and homologation requirements. I designed a unique asymmetric bus front to improve driver visibility and thereby pedestrian safety.
- Supported the engineering team with new product development, writing requirements (in part based on tender documents and (inter)national vehicle design rules), technical discussions with suppliers, and preparing documentation for ISO 9001 certification. I familiarised myself quickly with the industry and its engineering approach to be capable of wearing multiple hats.
- Led product portfolio visualisation with 3D renders to support the Sales department, both through individual 3D modelling and visualisation and through managing contractors.

Lecturer – University of New South Wales (Nov 2019 - Jan 2022)

Projects and research experience at UNSW

- One of three academics in a cross-faculty unit, Design Next, focused on developing a design curriculum and research agenda across the university.
- Executed user research and concept development for an industry partner, focusing on electric vehicle drivers and passengers. Did stakeholder interviews, derived design requirements, and integrated this into vehicle concept generation.
- Co-developed a research program around design foresight into Australia's energy transition. We won a bid for CRC funding worth $25K for our unit, and I managed three research assistants.
- Initiated a $78K audio-visual upgrade of our teaching space to better support lecture livestreams and hybrid collaboration; with funding secured, I engaged AV staff and external integrators.

Teaching experience at UNSW

- Lead role in developing, coordinating, and co-teaching large, complex courses in the Engineering Honours program, teaching 3100+ students per year on engineering design.
- Developed a co-teaching model and processes to engage up to 15 project coordinators and 100 casual teaching staff per term. Recent student satisfaction was 87%, up from 67% two years prior.
- Developed and ran well-received design thinking workshops for Business School students.

Creative and technical support – Maya's Products (2020 - present)

- Support my partner in developing her business model and cost structure.
- Set up online store at mayaproducts.com.au based on Wordpress and Woocommerce, and developed a custom visual theme (using frontend languages: PHP, HTML, CSS, JS).
- Executed graphic design for logo and website, including photography and video editing.

Volunteer Web Chair – SydCHI, a ACM SIGCHI Local Chapter (2020 - 2022)

- One of six leading Sydney's Human-Computer Interaction and Interaction Design community body.
- Led the graphic design of SydCHI's logo, maintain sydchi.acm.org and @sydchisig on Twitter.

Research Fellow, PhD, Casual academic – University of Technology Sydney (2013 - 2019)

- For an industry project on augmented reality for industrial on-site workers, I organised site visits, workshops, developed storyboards and UX concepts, evaluated prototypes, and reported to clients.
- Acquired a small research exhibit grant ($8,500) to demonstrate multi-user interaction in a large 360° virtual space. I took on ideation, user-facing parts of software development and animation of a virtual first aid scenario to help stranded aliens.
- Managed a personal research project for four years, focused on user experience research and interaction design, in liaison with my supervisors and team members across two universities.
- Designed, and prototyped novel concepts to support thesis research. Prototypes ranged from paper mockups to field-deployable systems built using 3D printing, off-the-shelf electronics, and python.
- Sessional teaching in undergrad and postgrad subjects, on interaction design, user-centred research, design thinking, and scenario design.

Education

Ph.D.	*2013-2018*	**Interaction Design**. Titled 'Bringing Up The Past: Interaction Design for Serendipitous Reminiscing,' my project studied how everyday remembering can be supported using interactive technology. Joint degree: University of Technology Sydney & Eindhoven University of Technology (NL).
MSc.	*2010-2012*	**Human-Technology Interaction**. Focus on psychology; perception; public opinion of tech; embodied computing; and VR in research. Graduated with high distinction (cum laude). Eindhoven University of Technology (NL).
BSc.	*2003-2010*	**Industrial Design**. Focus on the design process of interactive products, employing design explorations, user-centred design, modelling, and interactive prototyping. Eindhoven University of Technology (NL).

References

Available upon request.

Publications

Please see a list at domvangennip.com/research