# Curriculum Vitae → Dr Doménique van Gennip

Dutch-Australian citizen

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Portfolio: domvangennip.com

## Summary

I'm an experienced product designer with a strong background in UX design, user research, and product design (both hardware and software). My excellent proficiency in user research, prototyping, and technical design skills helps me to design and deliver user-centred products and services. I'm passionate about making new technology useful to people, by building my career as a product designer. I integrate design savvy with a strong grasp of technical matters, an eye for detail, curiosity, and I'm keen to work on innovative projects in a collaborative environment.

#### Skills

- Strong creative, design, engineering, and research skills that enable me to scope, design, and develop novel ideas in software and hardware.
- 13+ years of effective design, engineering, and project management execution:
  - · Product design, including discovery and delivery, by leading small cross-functional teams;
  - · Managing and communicating project scope, customer requirements, and design intent;
  - User research process to support development of interactive products, systems, and services (including interviews, diary studies, user flows, journey maps, service blueprints, etc.);
  - Sketching, wireframing, prototyping, and 3D animation to explore and convey design solutions;
- 8+ years of university teaching experience on design, engineering design, and user research topics.
- Proficient in digital design tools including SolidWorks CAD, Blender 3D, Adobe CC, as well as software development in HTML, CSS, JS, and python. Moderate proficiency in Figma.
- Championing the use of documentation and project management tools (such as Confluence, JIRA, Asana) to track progress and foster collaboration.
- Exceptional written, visual and oral abilities to communicate effectively in English and Dutch.

# Experience and achievements

Lead Product Engineer – Nexport (March 2024 - present)

- Reported to CTO with responsibility for electric bus product development, working with mechanical and electrical engineers and vehicle compliance experts to bring new products to market.
- Initiated all product-related documentation efforts, including specifications, bill of materials, final drawing sign-off, work instructions, manuals, and progress reports for senior management.
- Took ownership to define products by preparing specifications, using customer data, tender requirements and vehicle design regulations, to enable the engineering team to drive technical discussions with sales, customers, and suppliers.
- Led the engineering team, including regular team meetings, internal design reviews, workshop sessions, as well as technical collaboration with OEM suppliers.
- · Provided user-centred input for development of a web-based (SaaS) bus telematics solution.
- Communicated closely with procurement and production teams to ensure buses and parts were ordered and built to spec., including final engineering sign-off on completed buses.
- Together with two reports, successfully improved and implemented various processes, including a ISO 9001-compliant design and development process, change management, document version control, consistent product naming, and registers to track projects and all vehicles built.

## Industrial Design Engineer – Nexport (Feb 2022 - February 2024)

- 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.
- · I familiarised myself quickly with the bus industry to wear multiple hats in a small team.
- Led the challenging, time-constrained design and build of an innovative multi-use vehicle prototype, in close collaboration with workshop technicians and our university partner. The completed vehicle was showcased to great success at the biannual Australian 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 compliance requirements. I designed a unique asymmetric bus front to improve driver visibility and pedestrian safety.
- Led portfolio product visualisation with 3D renders to support the Sales department, both through individual 3D modelling and through managing contractors.
- Supported mechanical engineers with CAD design in SolidWorks and by evaluating prototype parts.

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

- One of three academics in a cross-faculty unit, Design Next, focused on developing a design curriculum and research agenda across the university.
- 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. Student satisfaction was 87%, up from 67% two years prior.
- Automated setup and cohort management tasks using python to enable remote teaching, saving approximately 30 minutes of manual work per day during terms.
- Executed user research, derived design requirements, and did concept development on a novel multi-use vehicle for an industry partner, focusing on electric vehicle drivers and passengers.
- 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.

#### Creative and technical support – Maya's Products (2020 - 2022)

- Support my partner in developing her business model, cost structure, and inventory management.
- Set up online store at <u>mayaproducts.com.au</u> 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.

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

- For an industry project on augmented reality for industrial field workers, I organised site visits, workshops, developed storyboards and UX concepts, evaluated prototypes, and reported to clients.
- Acquired a research exhibit grant to demonstrate multi-user VR interaction in a large 360° virtual space. I took on ideation, UI front-end development, and 3D animation of a virtual first aid scenario.
- 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.
- Published several well-regarded academic papers on user research methods, with 100+ citations.
- 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 research methods, design thinking, and scenario design.

## **Education**

**Ph.D.** 2013-2018 Interaction Design. 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 user research; psychology;

perception; public opinion of tech; 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.

# Research publications

Please see a list at domvangennip.com/research