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# EMRE ÇAĞLAR

Product and Interaction Designer

## PERSONAL DETAILS

*Not available online*

## RESEARCH INTERESTS

### Product Design

Wearable Product Design  
Internet of Things  
Metadesign  
Material Technologies  
Lateral Thinking  
Usability

### Interaction Design

Cognitive Psychology  
Affective Interaction Design  
Behavioral Mapping  
User Experience Design  
Big Data  
Systems Thinking  
Semiology Analysis

## PROFESSIONAL SKILLS

### Market research

#### Conceptualizing techniques

»*Sketchbook Pro*

#### 3D visualization

»*3ds Max* »*V-Ray* »*Keyshot*

#### CAD Modeling

»*Rhinoceros*

#### Animation and video production

»*3ds Max* »*After Effects*

#### Physical computing

»*Arduino*

#### Programming for digital prototypes

»*Processing*

#### GUI design and wire framing

»*Omnigraffle*

## CAREER STATEMENT

My academic pursuement started after I finished my Master of Arts degree in the field of interaction design, at Domus Academy. While it was ironically an unpraised school in terms of academic qualities, the process made me realize how important proper research could be beneficial to real-life practices and business life.

After returning to Turkey, I resumed my academic career by starting the architectural doctorate program in Atılım University, while I was making arrangements to start my own design office, with the hopes that my studies would be fueling structured and methodic business practices. During this time I had the chance to explore both the practice and the academy in Turkey, as I spent about four semesters designing and instructing courses in the same university.

Returning to METU for the joint doctorate program in my home field, I came to the realization that my previous understanding about research, being beneficial to my practice, was deeply flawed. It was the opposite: practice was feeding my academic processes much more than the research feeding my practice. I'm now a strong believer that the importance of product and interaction design being practiced by designers, is considerably lower than the importance of theory and knowledge they could produce in these fields. As a designer who dipped his toe in the practice as an office owner, my current understanding is that the technical implementations or the actual design work we do, is the least important outcome of the field, in the sense that it could be distributed easily to other professionals. I believe designers have a much more critical role, researching and creating methodologies of design theories, understanding sociological inputs and outputs of products and production, and how this knowledge could be implemented in various other fields. This is the crucial impact we could do as designers, supplying the very necessary information to the large chain of social and economic life.

This is why I'm aiming to be a full-time researcher in the field of design, I've come to believe that this is the biggest impact I could create in my field. My goal is to finish my doctorate studies in METU while being very active as a research assistant in my fields of research interests, and complete my post-doctorate degree in the United States to become part of our department in the future. During this arduous journey, I will be eager to produce practical results from the studies and research, as well as projects stemmed from my fields of research, both to methodize my work through practice and to implement these ideas in the department's undergraduate programs. I will consider myself successful if I could make a meaningful improvement in the influence of design in real-life, both in terms of design practice and education through research.

## DESIGN AWARDS

International Lift Design Competition	1st Place 2013
International Lift Design Competition	2nd Place 2013
Automotive Project Design Competition	1st Place 2012
IMMIB Design Competition	H. Mention 2011
The Marmara Hotel Design Competition	1st Place 2011
The Marmara Hotel Design Competition	2nd Place 2011
W Hotel Young Designers Competition	2nd Place 2011
W Hotel Young Designers Competition	Finalist 2011
British Council Creative Entrepreneurship Award	Finalist 2011
Mosder Design Competition	H. Mention 2010
International Lift Design Competition	2nd Place 2009
Corio Malls Design Competition	1st Place 2009
IMMIB Design Competition	2nd Place 2008
Mosder Design Competition	H. Mention 2008

## ACADEMIC ACHIEVEMENTS

### "Kentpark Alışveriş Merkezi'nin Göstergibilimsel Analizi"

(Edited by Asst. Prof. Feray Ünlü)

Selected for

"Is it Real?"

conference in Çankaya University  
2013

## EDUCATIONAL BACKGROUND

<b>Middle East Technical University</b> PhD in Industrial Design CGPA: 4.00/4.00	2014	2020 (expected) Ankara
<b>Atilim University</b> PhD in Architecture (2 Semesters) CGPA: 4.00/4.00	2012	2013 Ankara
<b>Domus Academy</b> MA in Interaction Design (Thesis accreditation from University of Wales) CGPA: 68/100	2010	2011 Milano/Wales
<b>Middle East Technical University</b> BSc in Industrial Design CGPA: 3.32/4.00	2005	2009 Ankara
<b>Izmir Turkish College</b> Science High School CGPA: 4.33/5.00	2001	2004 Izmir
<b>American Collegiate Institute</b> Junior School	1997	2001 Izmir

## PROFESSIONAL BACKGROUND

<b>Founding Partner</b> <b>Thinbox Design</b> Consulting and working on various industrial and interaction projects as well as sectorial research projects together with development agencies.	2013	Ongoing Ankara
<b>Part-Time Instructor</b> <b>Atilim University</b> Sole crafting and conducting of the following classes: EÜT 190 Summer Practice I (Computer), EÜT 212 Structure, EÜT 241 Computer Aided Design I, EÜT 242 Computer Aided Design II, EÜT 261 Model Making, GTM 046 Computer Aided 3D Visualization in Industrial Design	2012	2014 Ankara
<b>Founding Partner</b> <b>Otto312 Creative Consultancy</b> Consulting and working on various industrial and interior design projects.	2011	2013 Ankara
<b>Part-time Consultant</b> <b>Sanset Ikoor</b> Consulting the in-house design team on product design, regarding airport products and PSS.	2010	2011 Ankara
<b>Conceptual Researcher</b> <b>Jozeph Forakis</b> Researching on the future use patterns of Facebook and Twitter, conceptualizing privacy focused, anonymous social networks.	2010	2011 Milano
<b>Product Designer</b> <b>Sanset Ikoor</b> Solving design systems regarding the auditorium of Heydar Aliyev Cultural Center in collaboration with Zaha Hadid Architects.	2009	2010 Ankara