ONUR SÖNMEZ

Experienced designer with 10+ years in automotive and UX/UI design, specializing in user-centered design, prototyping, design systems, and UX research. I create innovative, practical design solutions through collaboration.

Experience

Senior UI / UX Designer: kontrastmoment
(November 2014 - Current) Munich

I am responsible for the design and development of interactive interfaces and control concepts for BMW Group, contributing to projects across BMWi, MINI, Rolls-Royce, Alpina, Audi and more.

My work spans the entire design process—from research and concept development to implementation. This includes designing for autonomous vehicles, head-up displays and creating user-centered navigation and guidance scenarios. I develop concepts and animations for intelligent voice assistants and natural user interfaces, as well as rear-seat entertainment systems. I also work on interactive prototypes, motion graphics, micro-animations, ambient lighting concepts, and have built "Motogan" —a stable diffusion-based AI tool for motorcycle form-finding.

Interaction Designer: Bosch Design Studio
Bosch / Siemens Hausgeräte
(October 2012 - May 2013) Munich

Worked on research and development of a new input methodology. Interface design and prototyping of various Home Appliances mainly for cooking and laundry care division.

Designer: Ars Electronica Futurelab
(August 2008 - 2010) Linz

Combining technology, science, and artistic methods to develop cutting-edge solutions, creating tangible prototypes and experiences such as interactive installations & immersive artworks to investigate future concepts, serving as catalysts for public dialogue and reflection on the implications of emerging technologies.

Founder / Designer / Director: B-11
Motion Graphics & Graphic Design Agency
(2004 - 2010) Istanbul

Selected Exhibitions

Bauhaus Dessau, Pinakothek der Moderne, Sonar Festival Istanbul, Kunsthaus Graz, Llum Festival Barcelona, German Design Award Frankfurt, Connecting Cities Network, Saatchi Gallery London, Ars Electronica Festival, Transmediale Berlin, Playlab Medialab Prado, 11. Venice Biennale of Architecture, Nederlands Instituut voor Mediakunst.

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Nationality: German

Skills

Deep understanding of Interaction design and UX research, Adobe Creative Cloud, Figma, Design Systems, 2D Animation, Wireframing and Prototyping, User interview & Testing, ComfyUI and AI assisted Design, Physical Interaction Design, Blender.

Education

MA in **Interface Cultures** (2007 - 2013) University of Art and Design Linz, Austria.

Exchange research semester (2010)
IAMAS - International Academy of Media Arts and Sciences, Japan.

BA (honors) with full scholarship in Istanbul Bilgi University (2002 - 2007)
Visual Communication Design, Istanbul, Turkey.

Languages

English: C2
German: DSD II / C1
Turkish: Native
Spanish: A1

Certifications

McKinsey & Company
McKinsey Forward Program 2024
Problem Solving, Communication, Leadership Certificate

TISAX
Information Security, Data Protection, Compliance, Cloud Services

Awards

servus.world
German Design Award Winner 2016
re.show
Reddot Design Award Winner 2019
ADC Bronze Nail 2019
if Design Award 2020
German Design Award Winner 2020