

PORFOLIO
2023 - 2018

MY-HUNG NGUYEN

Postgraduate fresher & junior designer

bachelor of
urban design

Ho Chi Minh University of Architecture
HCMC, VN 2018

master of
design, innovation & technology

Royal Melbourne Institute of Technology
MEL, AU 2021

MY-HUNG NGUYEN
Junior Urban designer/ Urban planner

Urbanism, Landscape Architecture, Tech+Art

Full Name: Nguyen Thi My Hung
Date of Birth: March 22th 1996
Languages: Vietnamese, English
Based: Hochiminh city, Vietnam

Education

2021	Master of Design, Innovation and Technology at RMIT University
2018	Bachelor of Urban Design at University of Architecture Ho Chi Minh City

Professional activities

Nov - Aril, 2023	Architectural designer
	Project 01: Residential - civic housing Location: Ben Tre province, VN
	Project 02: Topaz city apartment - interior design Location: District 8, Ho Chi Minh City, VN
	Company: Vo Gia Architecture 250/1/120B Binh Hung Hoa B ward, Binh Tan district, TP.HCM
Sept -Nov, 2022	Intern
	Project: FPT Software Campus Quy Nhon 1.500 planning Location: Quy Nhon Province, VN
	Company: DE-SO Asia 28 Đ. Thảo Điền, Thủ Đức, TP.HCM

Nov - Dec, 2021	Information architect / volunteer
	Project: MDIT master program's 'Nex{t} virtual exhibition, SEM2, 2021 Location: Melbourne, AU

Apr, 2019	Project assistant
	Project: Ecogreen - Central Park Location: District 7, Ho Chi Minh city, Vietnam

May, 2019	Project assistant
	Project: Phu Van Eco Town Zoning Master Plan Location: Hai Phong city, Vietnam

myhungnguyen.ud@outlook.com
(84+) 0904 425 508
myhungnguyen.com

Sep - Oct, 2019 Project assistant

Project: General Planning of Kim Lien Special National Relic Complex
Location: Nam Dan district, Nghe An province, VN

Company: DE-SO Asia
28 Đ. Thảo Điền, Thủ Đức, TP.HCM

Awards

Dec, 2021	Innovation award for major project MDIT RMIT
	Name of Project: Meleidoscope
	Category: Art (Immersive sonic installation for Urban soundscapes)

Dec, 2019	Jury prize of Loa Thanh award Vietnam Association of Architects
	Name of Project: Van Thanh Eco-Farming Village Regeneration

Category: Urban design, urban planning

Skillsets

Softwares - Proficient	Softwares - Intermediate
AutoCAD; Sketchup; Lumion; Adobe Suites (Ps, Ai, Id)	Rhino/ Grasshopper Fusion 360 Cinema 4D Arduino IDE Reaper SuperCollider Eagle Node-RED

Evaluation

/ strengths	/ weaknesses
- Critical thinking & analytical skill; <i>Design research, refined judgments & observation</i>	- English vocal communication <i>Gradually improved.</i> <i>English writing is proficient.</i>
- Content writing & edition; <i>Publications, Design narrations, Design philosophy</i>	- 3D visualization <i>Gradually improved by engagement in topic-related projects in latest 2022-2023</i>
- Multidisciplinary & urban design thinking <i>Connecting disciplines towards specific systematic model for design strategy, procedure & management;</i> <i>Refining existing structure/ model for better performance;</i>	- Parameter - oriented design thinking <i>Architectural-Engineering skillset is limited.</i> <i>Gradually improved by engagement in topic-related projects in latest 2022-2023</i>

Languages

Vietnamese (Native language)
English (Proficient)

Interests

- Sport/Tennis
- Creative writings

PROFESSIONAL ACTIVITIES

		2023	Architectural designer Project: Interior design for Topaz city apartment unit Location: Ho Chi Minh City, Vietnam	2023 Architectural designer Project: Interior design for Topaz city apartment unit Location: Ho Chi Minh City, Vietnam	Architectural designer Project: Interior design for Topaz city apartment unit Location: Ho Chi Minh City, Vietnam
2022	Architectural designer Project: Civic housing Location: Ben Tre province, Vietnam				
2022	Intern Project: FPT Software Campus Quy Nhon 1.500 planning Location: Quy Nhon Province, VN				
2021	Information architect / volunteer Project: Global Mobile: Nex{t} virtual exhibition, SEM2, 2021 Location: RMIT School of design, MDIT program, Melbourne, AU				
2019	Project Assistant General Planning of Kim Lien Special National Complex Location: Name Dan District, Nghe An province, Vietnam				
2019	Project Assistant Phu Van Eco Town Zoning Master Plan Location: Hai Phong, Vietnam				
2019	Project Assistant Ecogreen - Central Park Location: District 7, Ho Chi Minh City, Vietnam				

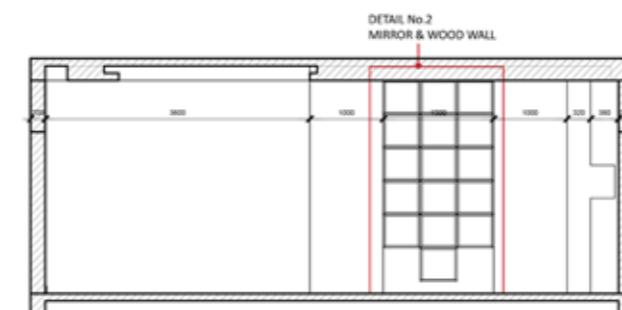
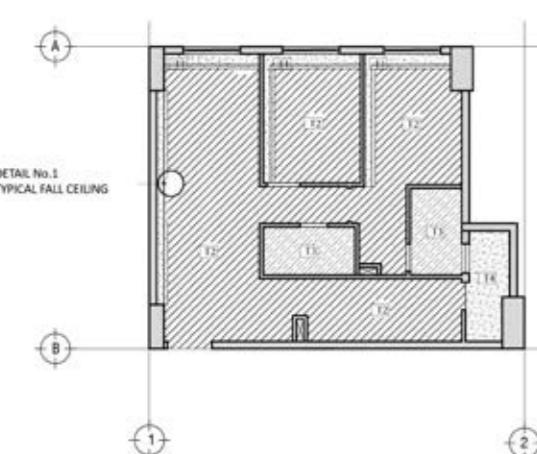
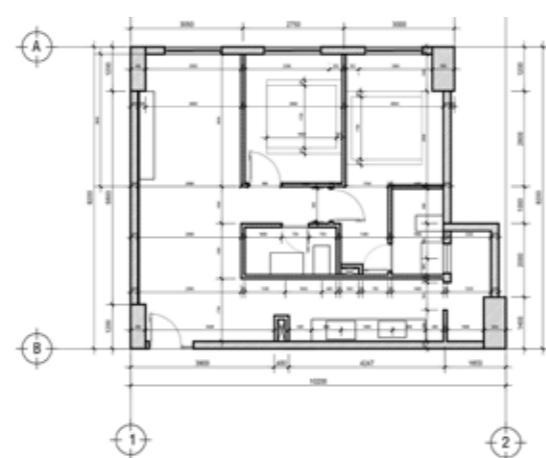
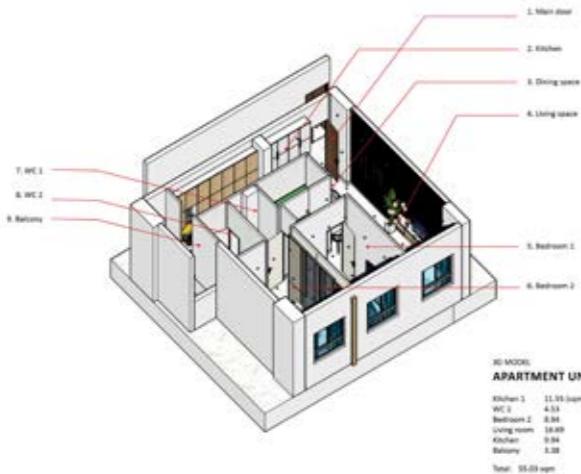
MY ROLE IN TEAM:

Assisting lead architect to prepare blueprints, including:

- Tile plans, Ceiling, Electrical, Lightning, Power plans, Furniture construction documents & 3D visualizations for interior design in one unit apartment at Topaz City Buildings, district 8, HCMC, VN.

All works is compressed as a booklet which can be reviewed via link:

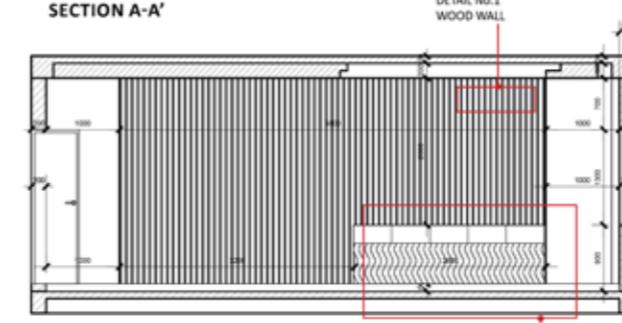
<https://www.myhungnguyen.com/project/topaz-city-apartment-unit/>



DETAIL No.1 WOOD WALL

DETAIL No.2 MIRROR & WOOD WALL

SCALE 1/50 SECTION A-A'

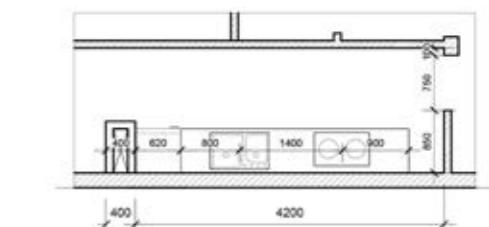


SCALE 1/50 SECTION B-B'

DIMENSION SINGLE WOOD SLATE:
30 X 20 X 2500 (mm)
NUMBER OF PLATES: 145
• MIRROR PLATES: 7
• WOOD PLATES: 9
COLOR: CLIENT PREFERENCE

DIMENSION SINGLE PLATE:
455 X455 X 10 (mm)
NUMBER OF PLATES: 16
• MIRROR PLATES: 16
• WOOD PLATES: 9
TYPE MATERIALS: WOOD & MIRROR

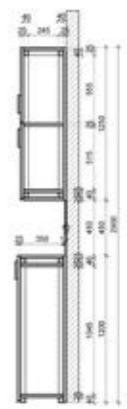
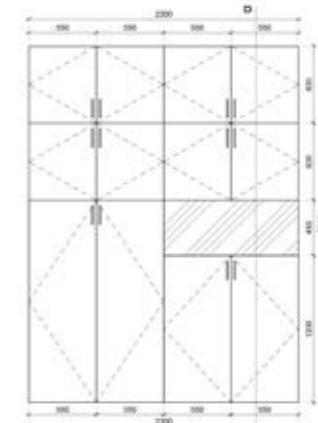
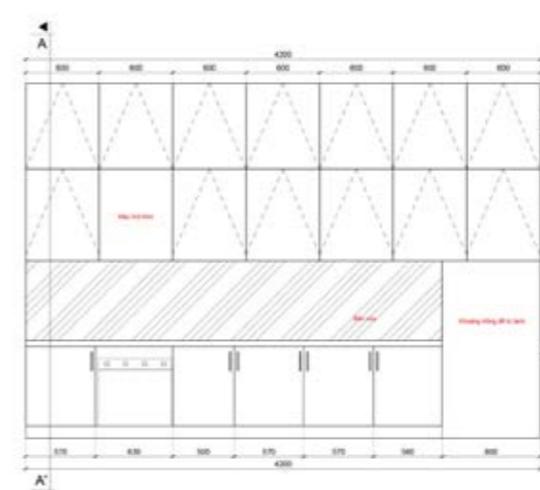
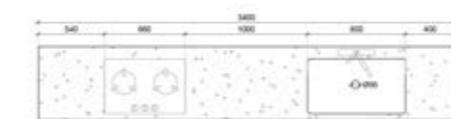
DETAIL No.3 TV CABINET



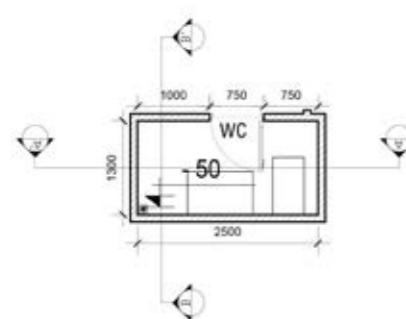
KITCHEN PLAN

SECTION MAP

DETAIL No.4 KITCHEN FURNITURES



DETAIL NO.4
WC FURNITURES



WC PLAN



SCALE 1/30
SECTION A-A'

SCALE 1/30
SECTION B-B'

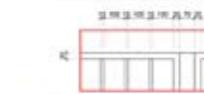


SCALE 1/10
WC CABINET

DETAIL NO.4
BEDROOM FURNITURES



ELEVATION



WALL DESIGN



SECTION A-A'



SECTION B-B'



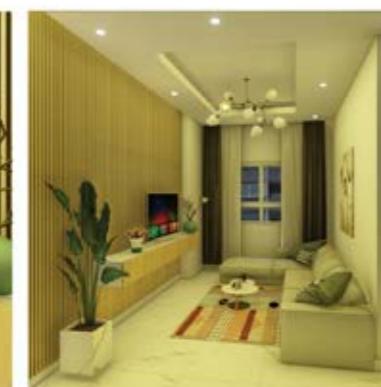
PERSPECTIVE
DINING SPACE



PERSPECTIVE
DINING SPACE



PERSPECTIVE
LIVING SPACE



PERSPECTIVE
LIVING SPACE

2022

Architectural designer

Project: Civic housing

Location: Ben Tre province, Vietnam

MY ROLE: Architectural designer

From available brief and plot of land, I developed architectural concept, prepare blueprints, build 3D model, design interior spaces and furnitures (+ blueprints), render 3D images as final submissions. In addition, along design process, I experiment on facade and pavement parametric design.

My concept is to redesign a housing project which has been constructed in specific location in Ben Tre province, Vietnam.

I conducted the documents into booklet which can be reviewed via link:

<https://www.myhungnguyen.com/project/civic-housing/>

**1. SITE ASSESSMENT**

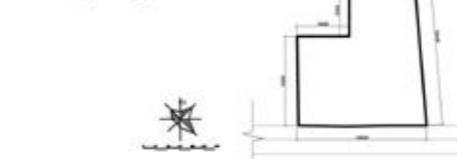
Location: Tan Thach commune, Chau Thanh district, Ben Tre province, Vietnam
Area: 50 sqm

North: Tien river
South: Town street width < 3 m
East & West: residential houses

1.1 Site evaluation

Advantage:
North and South sides adjacent to road, and river - opportunity for views

Disadvantage:
Uneven land boundary - difficult for spatial arrangement

**3. CONCEPTUAL ANALYSIS****3.1 Floors and Functional spaces**

Roof:
- Straight
- Gutter

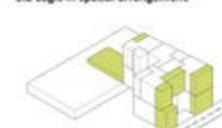


Floor 1 functions:
- Semi-outdoor spaces (balcony)
- Common room x1
- Shining space x1
- WC x3
- Bedroom x3

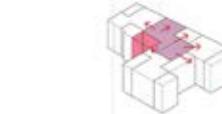
Floor 2 functions:
- Semi-outdoor spaces (balcony, barbecue backyard)
- Common room x1
- Kitchen x1
- Dining room x1
- Master bedroom x1
- Common WC x2

Floor 2 Hallway & common space:
The internal hallway leading to common space, bedrooms, WC, playing space and the common balcony.

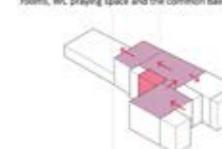
Floor 2 Hallway & common space:
The entrance of the house leads to living room, then kitchen, bar, dining room, common WC, master bedroom, and the backyard for barbecue.

3.2 Logic in spatial arrangement**3.3 Creative color tones****3.2 Logic in spatial arrangement**

Semi spaces:
- Exploit the site location which is near the riverside and road, to establish series of open and semi-open spaces for outdoor activities, such as: sunbath, barbecue, and views.



Floor 2 Hallway & common space:
The internal hallway leading to common space, bedrooms, WC, playing space and the common balcony.



Floor 2 Hallway & common space:
The entrance of the house leads to living room, then kitchen, bar, dining room, common WC, master bedroom, and the backyard for barbecue.

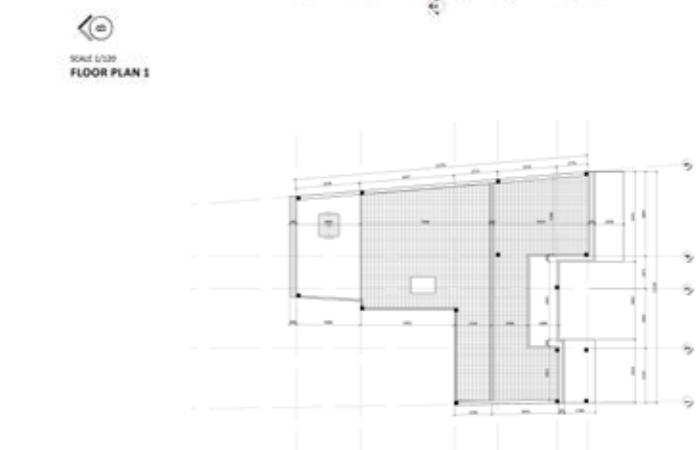
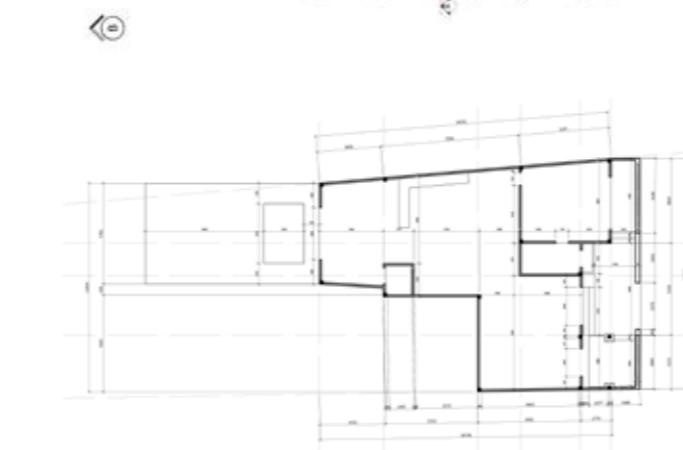
The inner white tone is targeted for walls facing towards the street, or the river so that the mixture between exterior zone [white] and interior tone [blue] intrigues attraction.

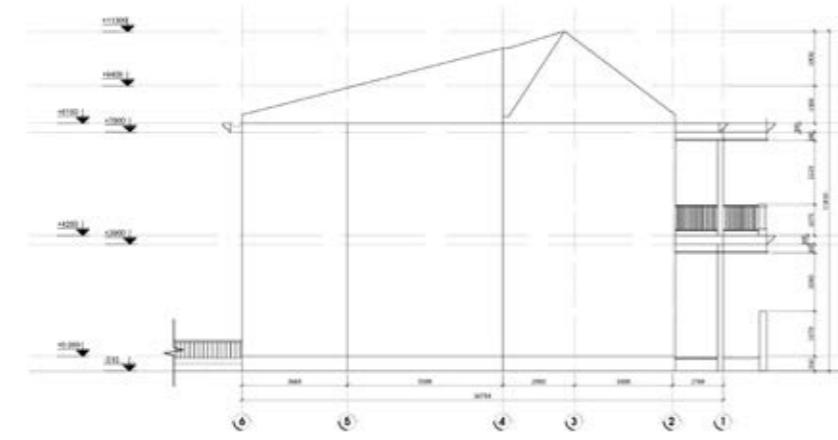
3.3 Creative color tones

The interplay of 2 tones of colors white and blue proposes the 'inside-out' effect (check fig. 3B), especially at night when the interior spaces are lightened up.

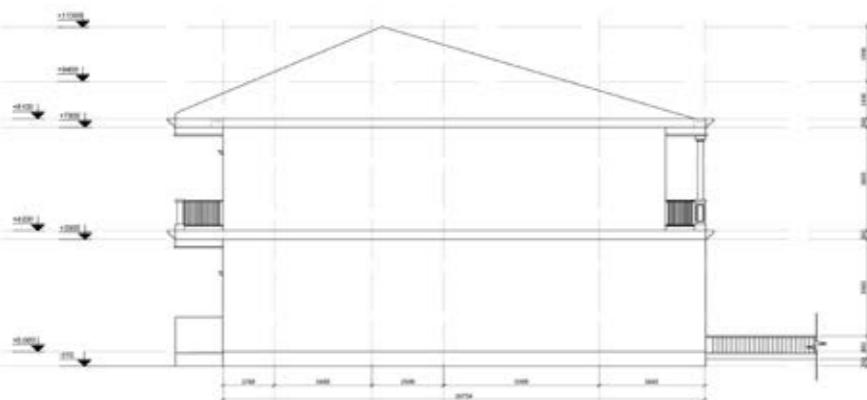


The blue tone is targeted for walls facing towards the street, or the river so that the mixture between exterior zone [white] and interior tone [blue] intrigues attraction.

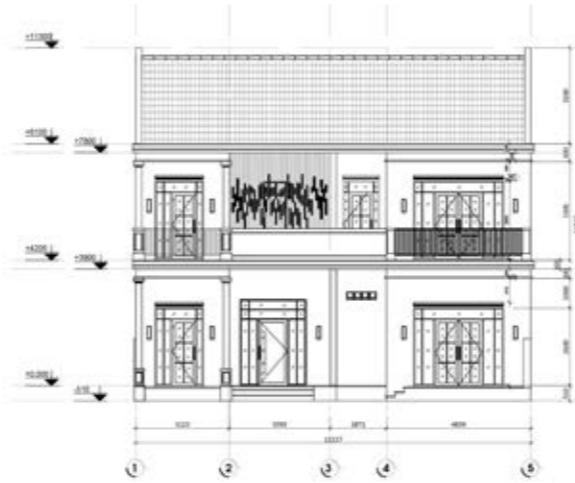




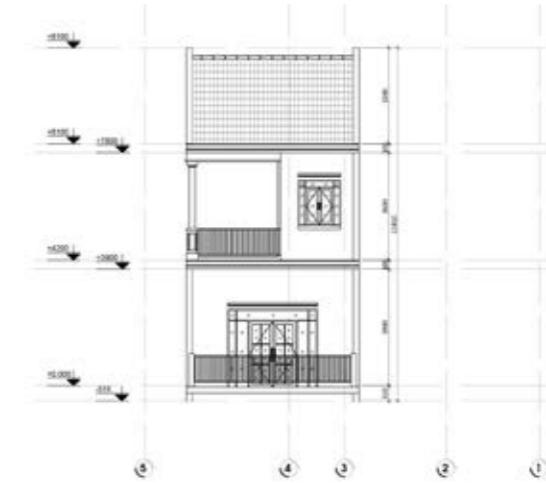
SCALE 1/120
ELEVATION SIDE 6-1



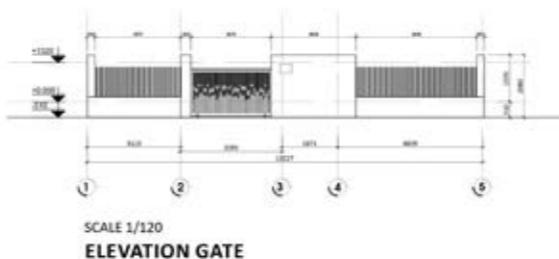
SCALE 1/120
ELEVATION SIDE 1



SCALE 1/120
ELEVATION-FRONT (WITHOUT GATE)



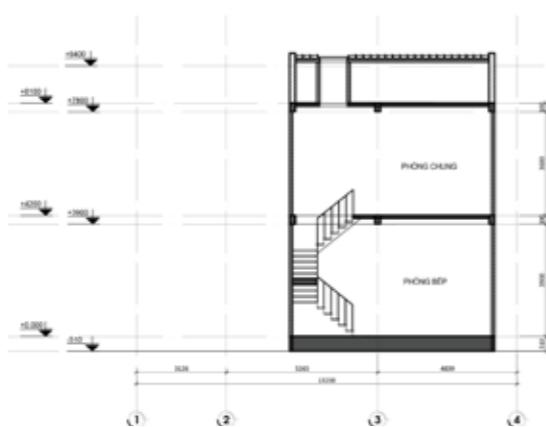
SCALE 1/120
ELEVATION-BACK



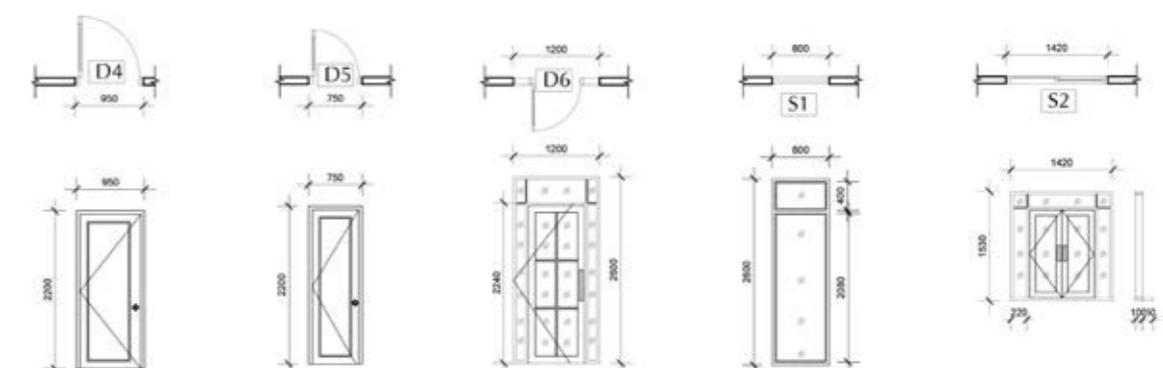
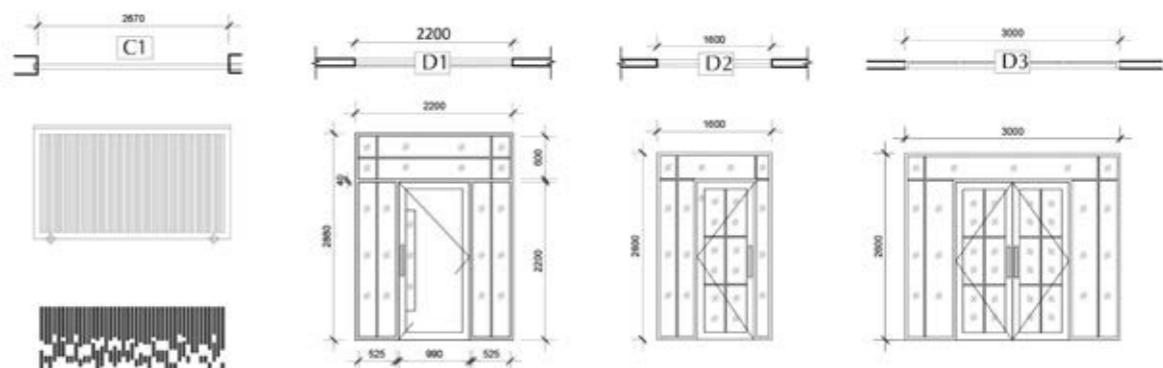
SCALE 1/120
ELEVATION GATE



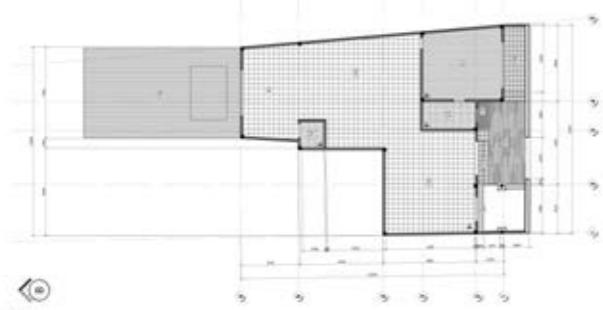
SCALE 1/120
SECTION 1-6



SCALE 1/120
SECTION 1-4

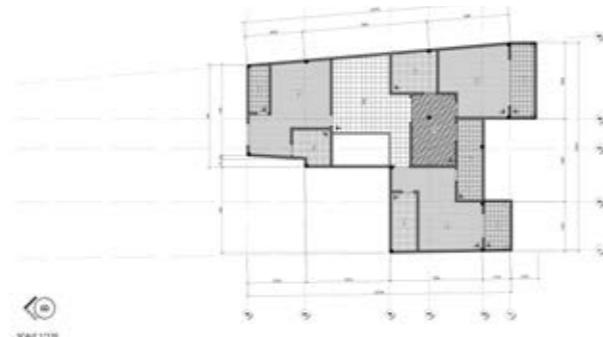


SCALE 1/50
DETAIL/ DOORS & WINDOWS



SCALE 1/20
FLOOR (TILED) PLAN 1

100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100



SCALE 1/20
FLOOR (TILED) PLAN 2

100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100



SCALE 1/20
CEILINGPLAN 1

100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100



SCALE 1/20
CEILINGPLAN 2

100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100



SCALE 1/20
LIGHTNING PLAN FLOOR 1

100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100
100	100	100	100	100	100	100	100



SCALE 1/20
LIGHTNING PLAN FLOOR 2

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100	100	100	100	100	100	100	100



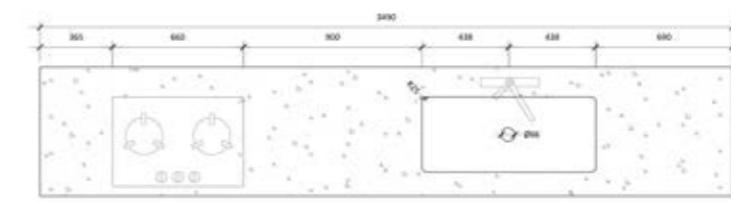
SCALE 1/20
ELECTRICAL PLAN FLOOR 1

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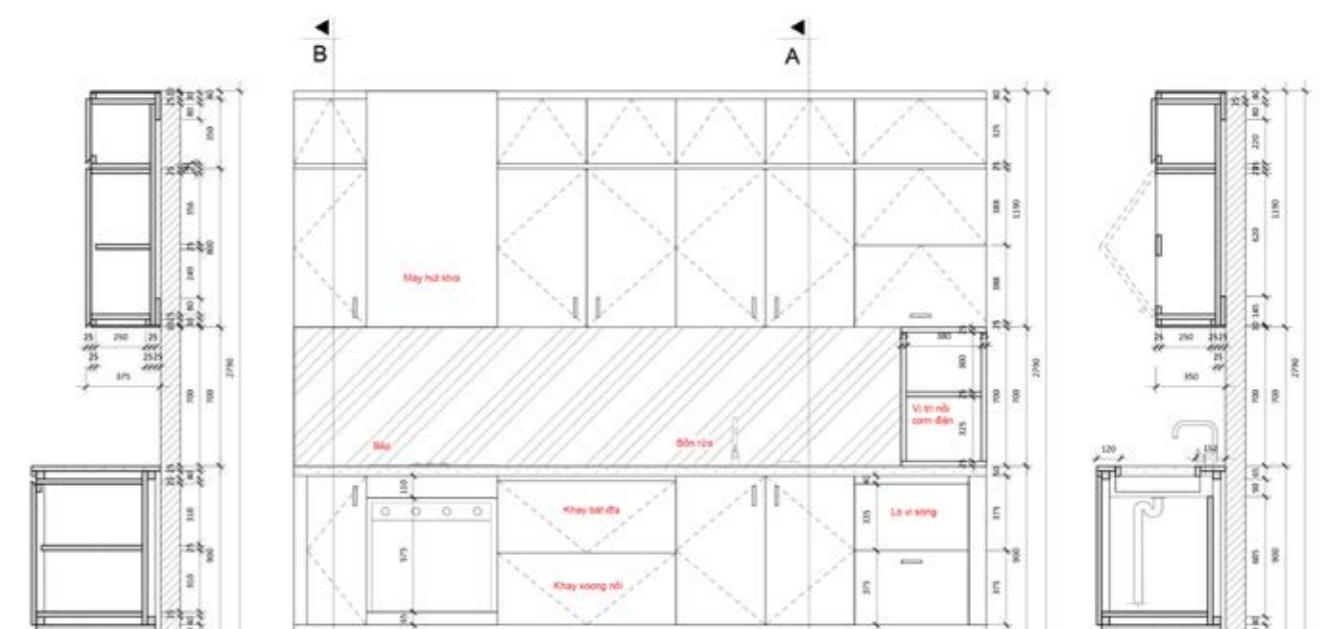


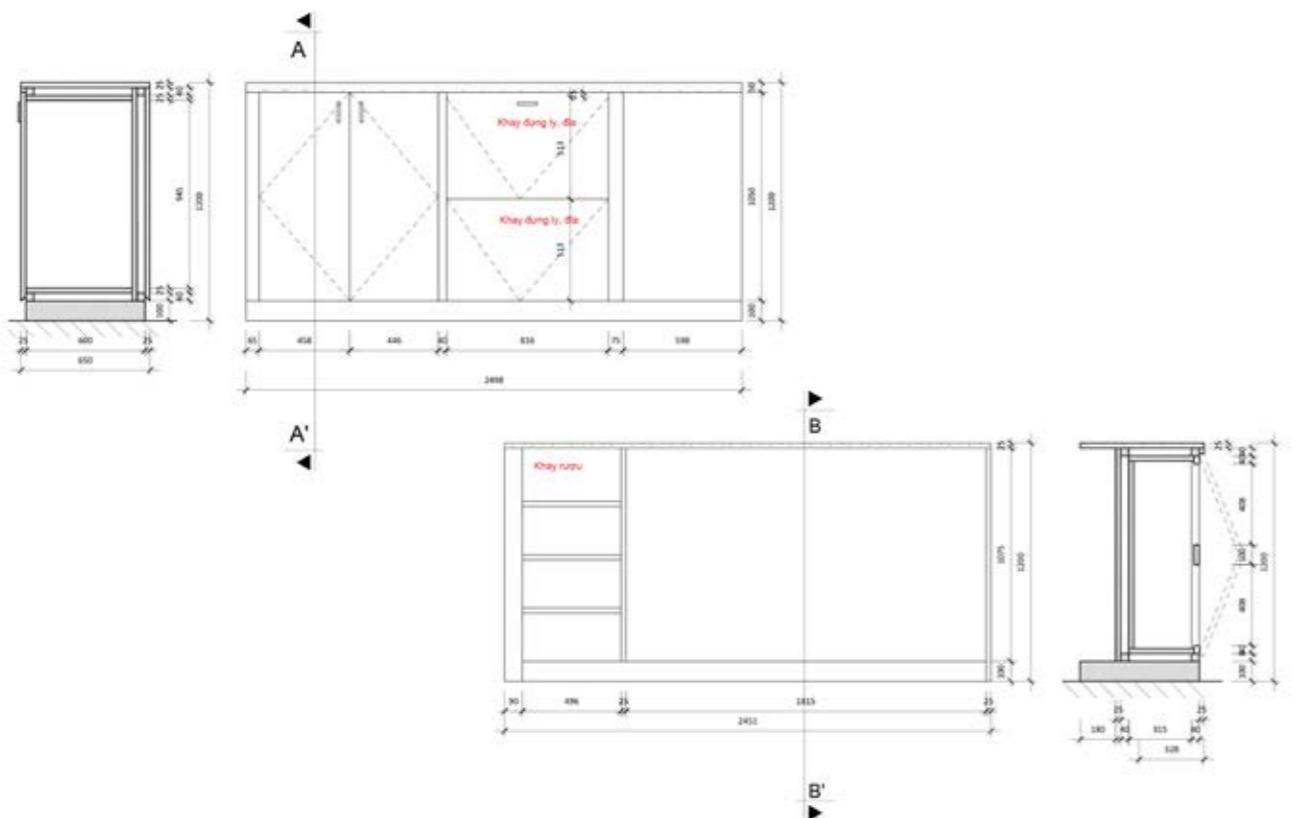
SCALE 1/20
ELECTRICAL PLAN FLOOR 2

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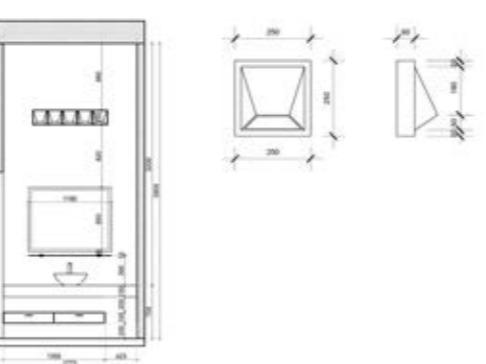


MẶT BẰNG TL 1/20





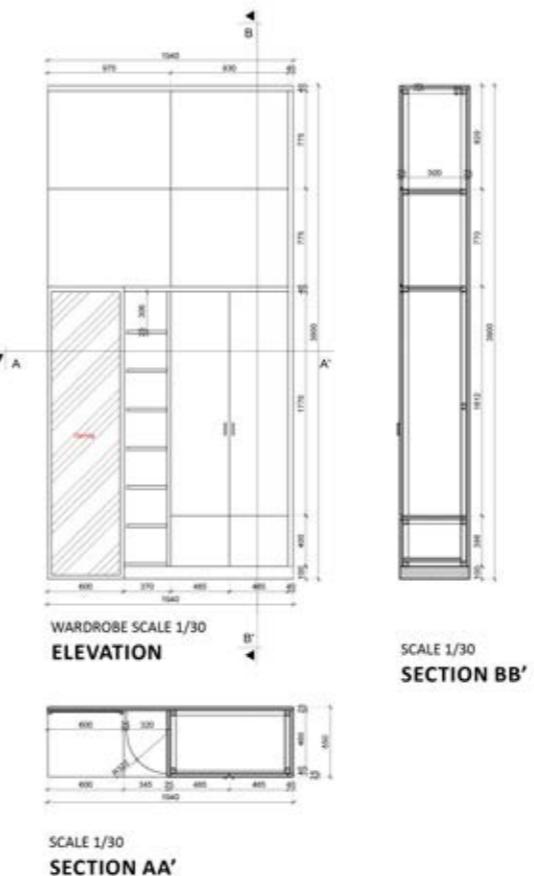
FLOOR 1
WC CANIBET



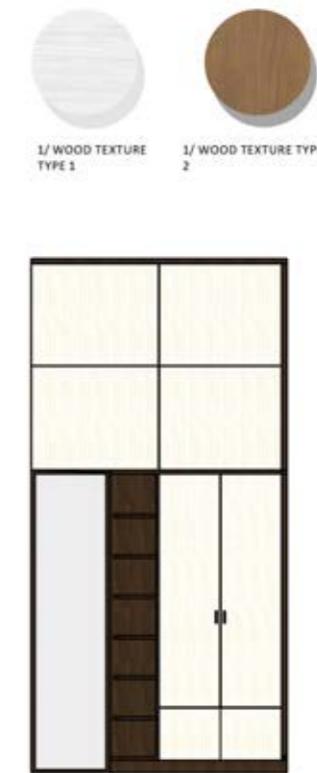
FLOOR 1
WC

FLOOR 1
ELEVATION A-A'

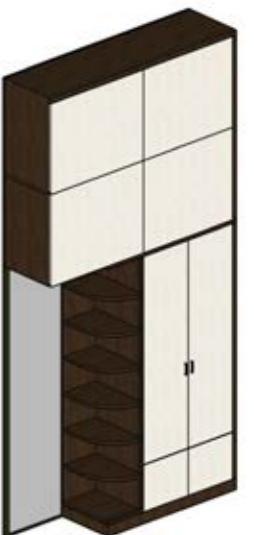
FLOOR 1
ELEVATION B-B'



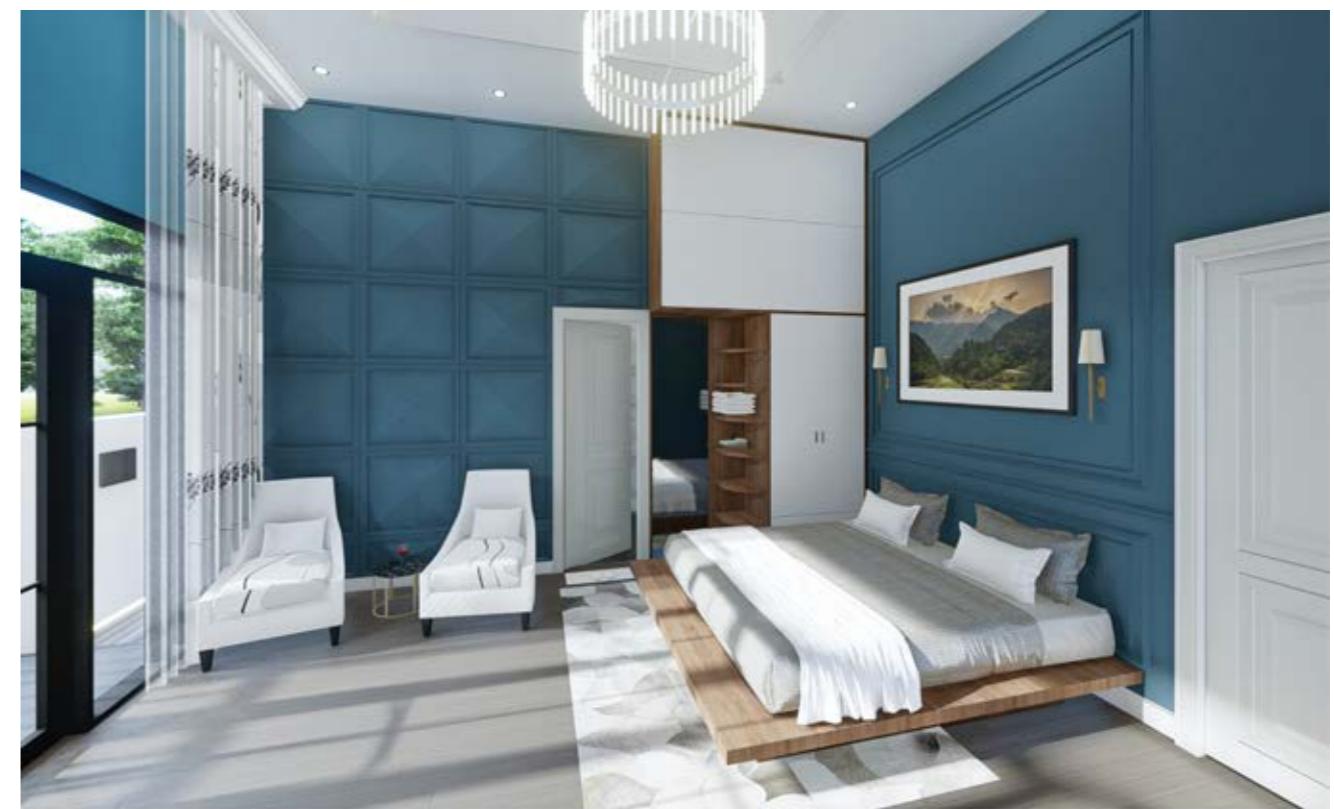
DETAIL
FURNITURE BEDROOM CANIBET



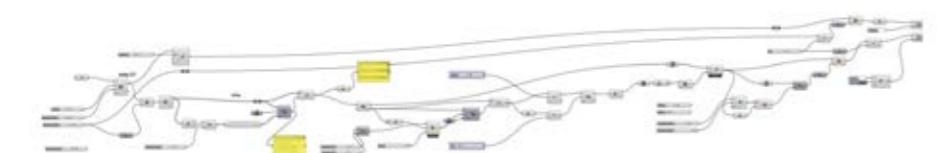
ELEVATION



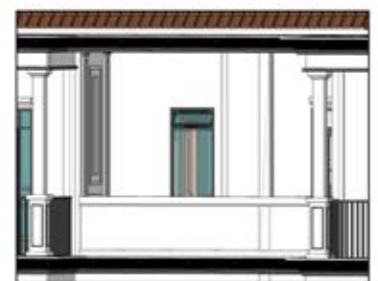
PERSPECTIVE



REMARK 4/6
BEDROOM



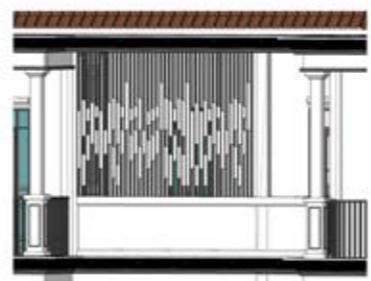
Rhino/Grasshopper for facade iterations



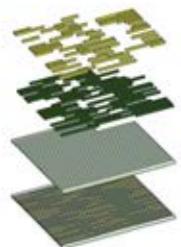
Installation's location



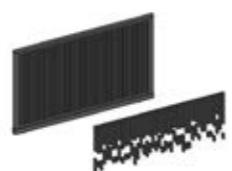
Iteration 1



Iteration 2



Other application: pavement design



Other application: gate pattern

EXPERIMENTATIONS, ITERATIONS, INFORMATION MANAGEMENT DESIGN PROCESS & METHODOLOGY

Method 1: Folder preparation

- | | | | | | |
|-------------|---|----------------|---|------------------|----------------------|
| HOME PAGE | WIP files, shortcuts from other sources which need quick accessed | INFO | Information regarding project | SKETCHUP PROCESS | 3D modelling content |
| IMAGE | Illustration, publication, portfolio | LUMION PROCESS | Rendering, export & review for 3D visualization | | |
| CAD PROCESS | Autocad content | | | | |

Method 2: Categorization

Autocad files are separated for smaller segments following certain categories (of concept), to be easy for updating new contents. All segments are linked through XREF method in the software.

- CA-01 MAIN PLAN.DWG
- CA-02 DETACHED STAIRCASE.DWG
- CA-03 REFERENCE BEDROOM.DWG

Method 3: File naming

Each category is updated day-to-day process. New files will be added along the process. Naming file follows time-frame helps easily to manage new updates: yymmdd.

- CA-01 MAIN PLAN.DWG
- CA-02 DETACHED STAIRCASE.DWG
- CA-03 REFERENCE BEDROOM.DWG
- CA-01 MAIN PLAN VERS230201.DWG
- CA-02 DETACHED STAIRCASE VERS230201.DWG
- CA-01 MAIN PLAN VERS230202.DWG
- CA-02 DETACHED STAIRCASE VERS230202.DWG

Method 4: Shortcuts

Shortcuts helps to minimize time for retrieving files from folders during the process. They can be deleted when the task is done.

- HOME PAGE/
- CA-01 MAIN PLAN.DWG SHORTCUT
- CA-02 DETACHED STAIRCASE VERS230201.DWG SHORTCUT

Method 5: Cleaning up

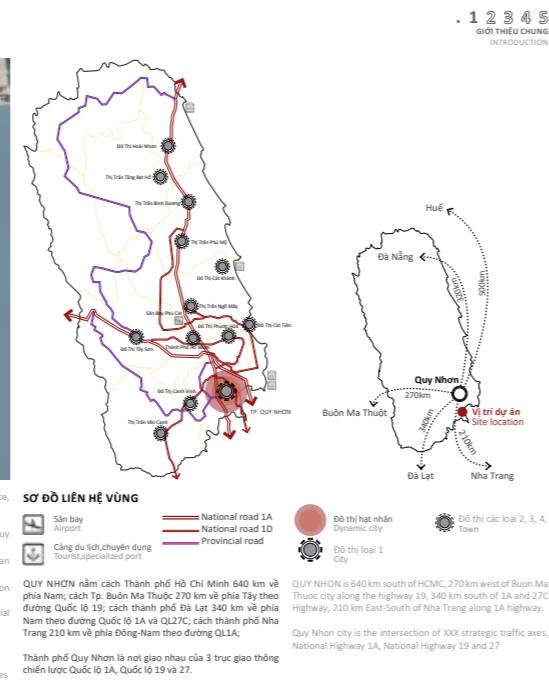
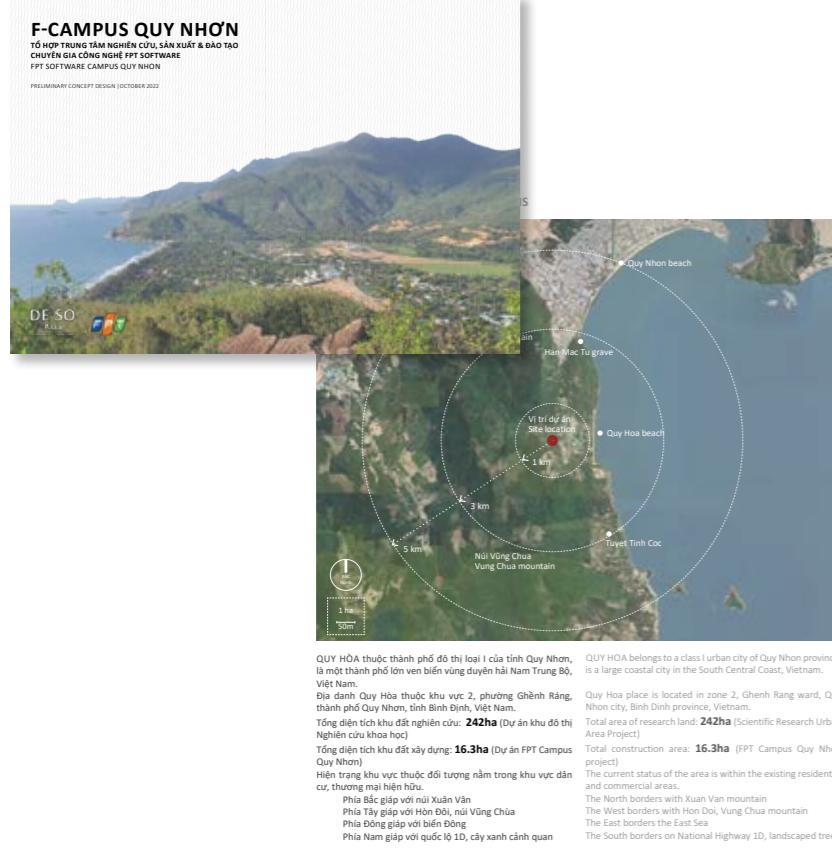
All segments can be cleaned up when the stage (of project) is finished. The submitted file is the first category with the latest date version.

- ~~CA-01-MAIN PLAN.DWG~~
- ~~CA-01-MAIN PLAN VERS230201.DWG~~
- ~~CA-01 MAIN PLAN VERS230202.DWG~~
- ~~CA-02-DETACHED STAIRCASE.DWG~~
- ~~CA-02 DETACHED STAIRCASE VERS230201.DWG~~
- ~~CA-02 DETACHED STAIRCASE VERS230202.DWG~~



MY ROLE IN TEAM:

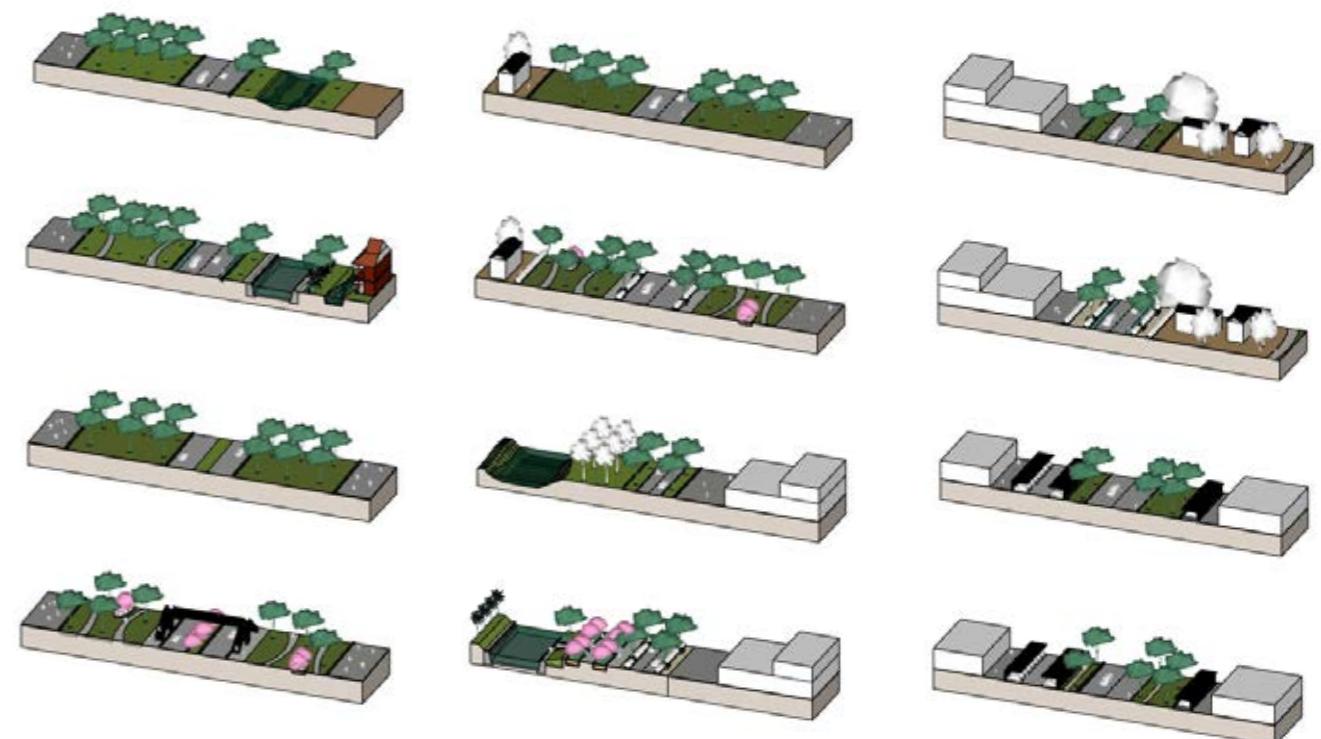
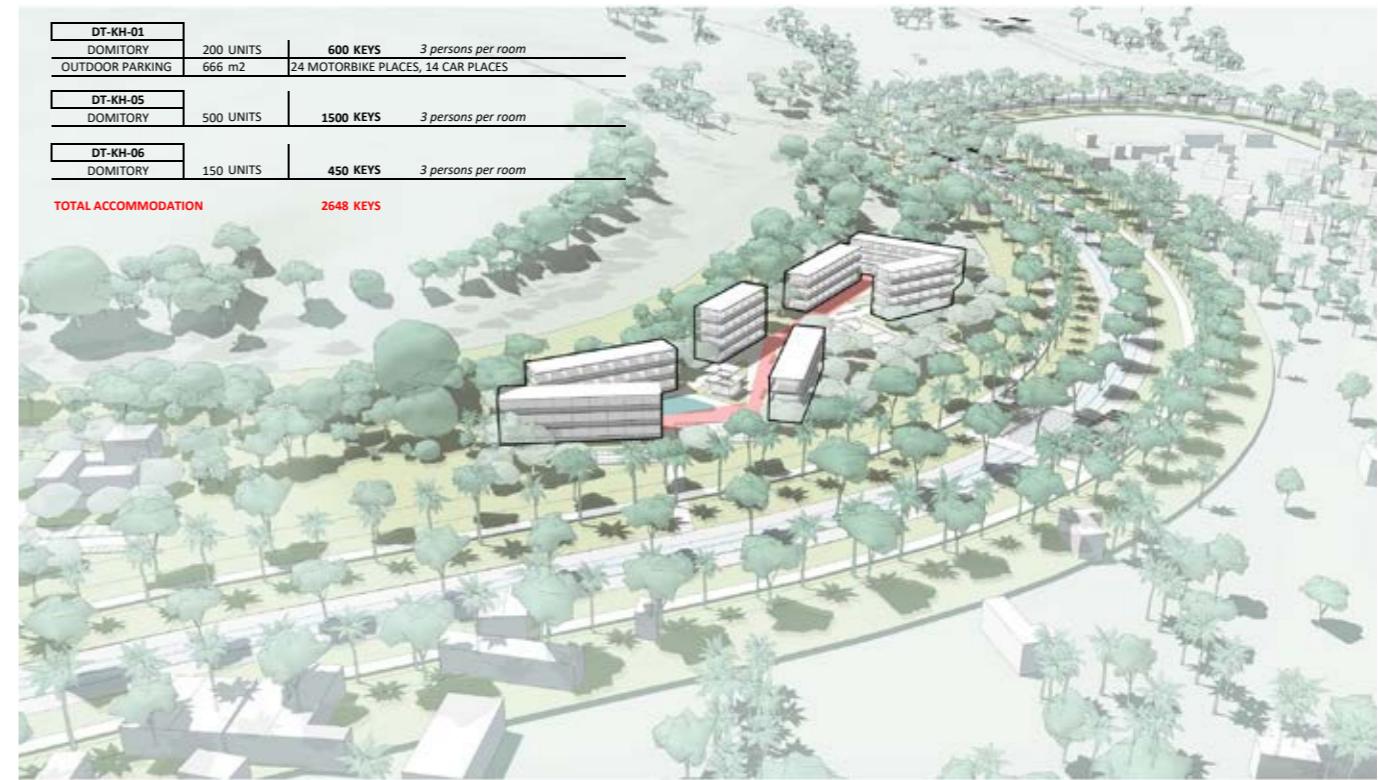
- Assisting lead urban planner and lead architect to compose booklet as preliminary document for client;
 - Conceptual designing dormitories, accommodations for students, visitors and lecturers in FPT Campus;
 - Urban design guidelines on renovating streetscapes through section and plan diagrams; regional linkages, SWOT diagrams, benchmarks research; strategic phases of projects;
 - Meeting minutes;



4.1.6. KHU CHUNG CƯ CHO NHÂN VIÊN, THỰC TẬP SINH HOUSING FOR STAFFS, TRAINEE

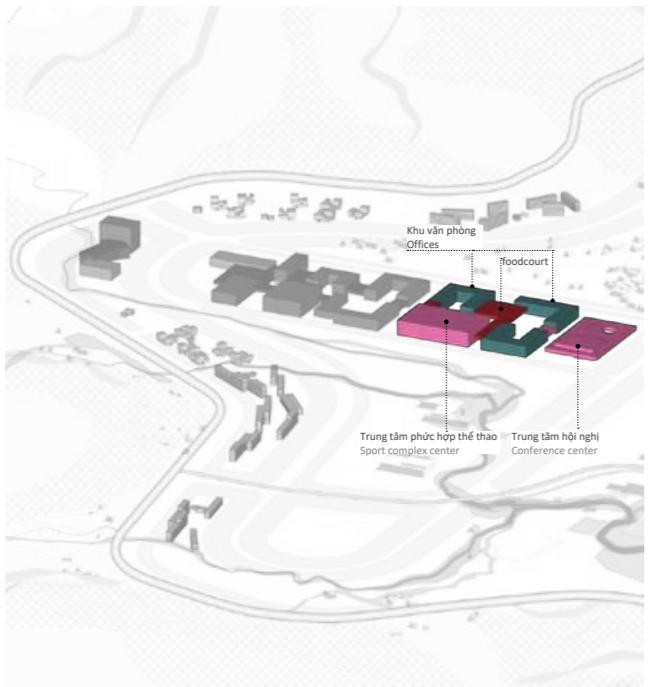
DT-KH-01			
DORMITORY	200 UNITS	600 KEYS	<i>3 persons per room</i>
OUTDOOR PARKING	666 m ²	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05			
DORMITORY	500 UNITS	1500 KEYS	<i>3 persons per room</i>
DT-KH-06			
DORMITORY	150 UNITS	450 KEYS	<i>3 persons per room</i>

TOTAL ACCOMMODATION 2648 KEYS

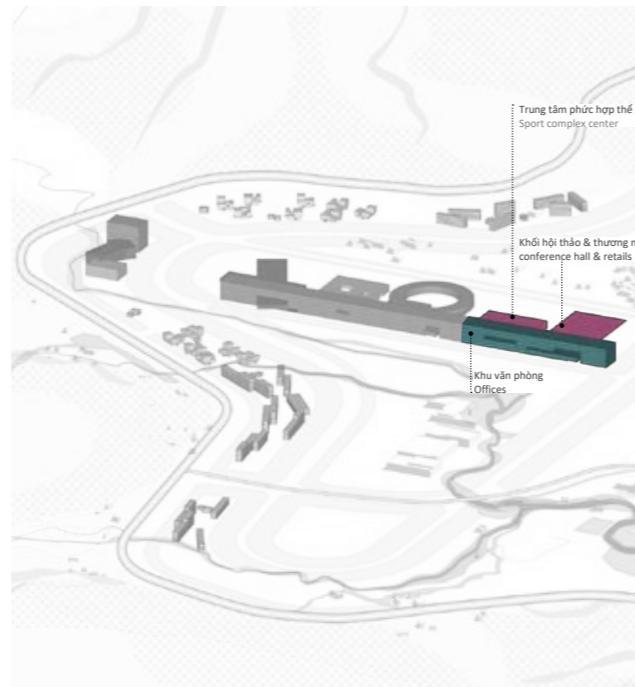


PHASE 2

PHƯƠNG ÁN 1
OPTION 1



PHƯƠNG ÁN 2
OPTION 2

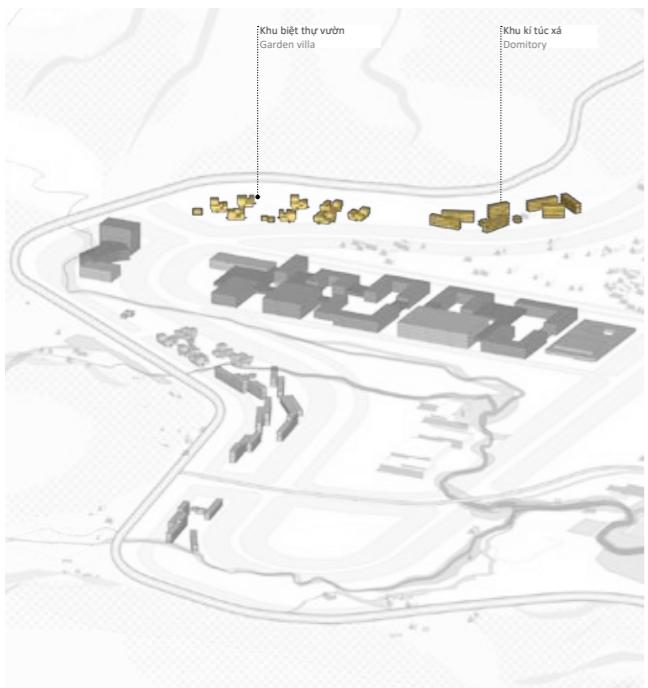


PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

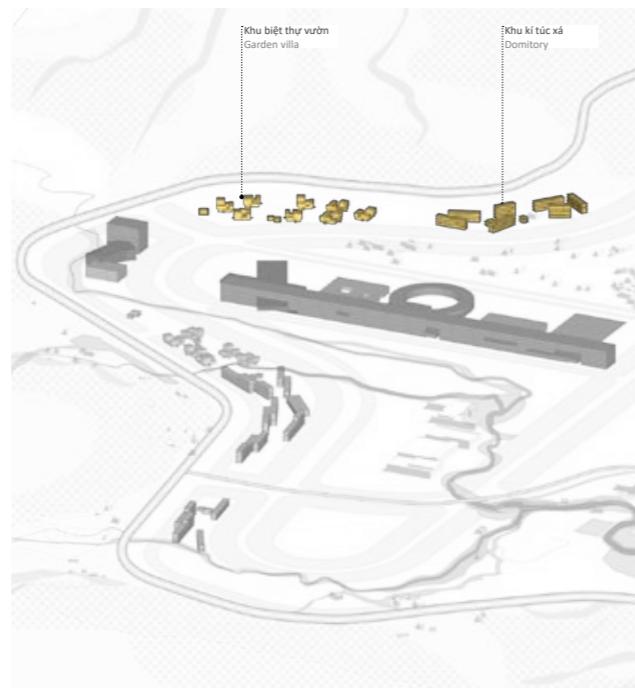


PHASE 3

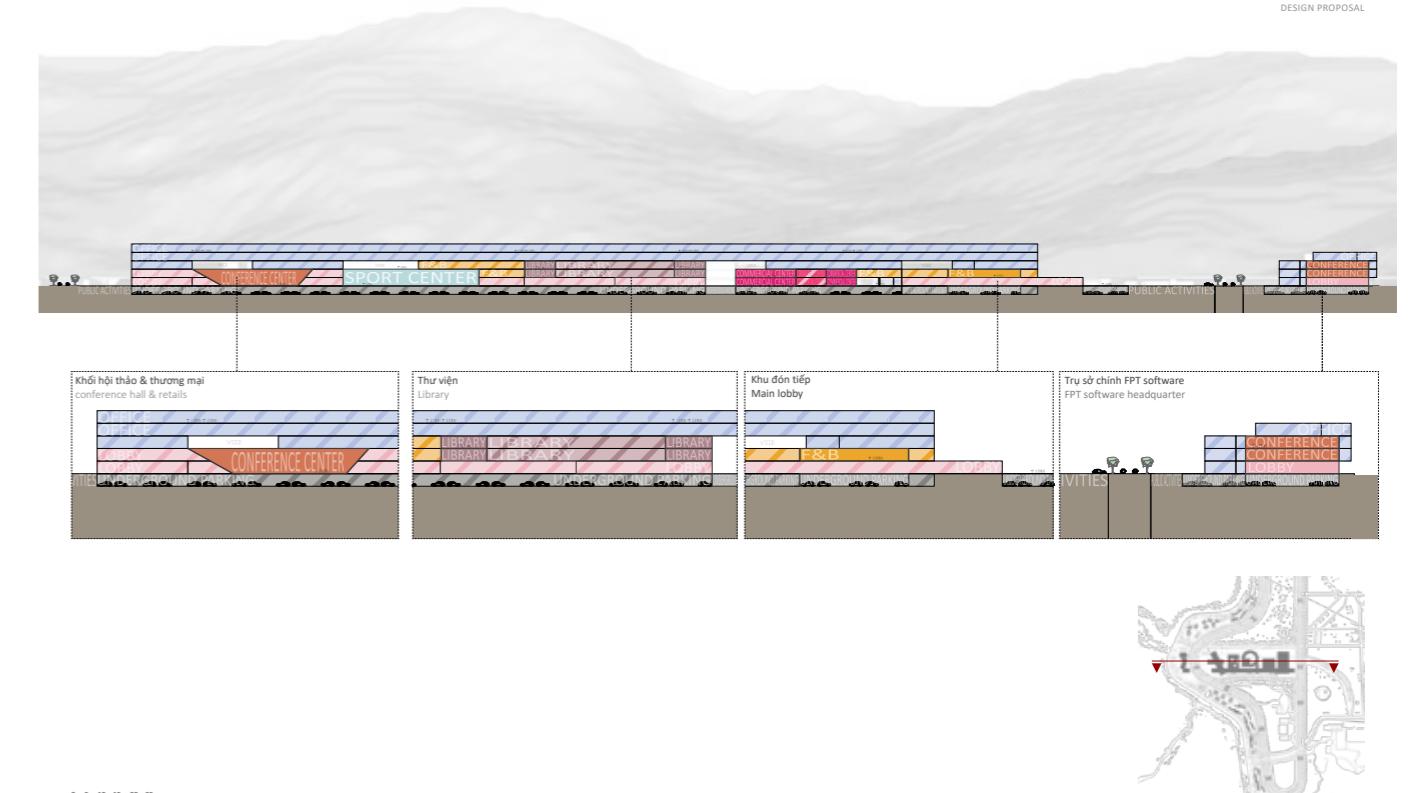
PHƯƠNG ÁN 1
OPTION 1



PHƯƠNG ÁN 2
OPTION 2



PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL



4.1. PHƯƠNG ÁN 1
OPTION 1



• 1 2 3 4 5
PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

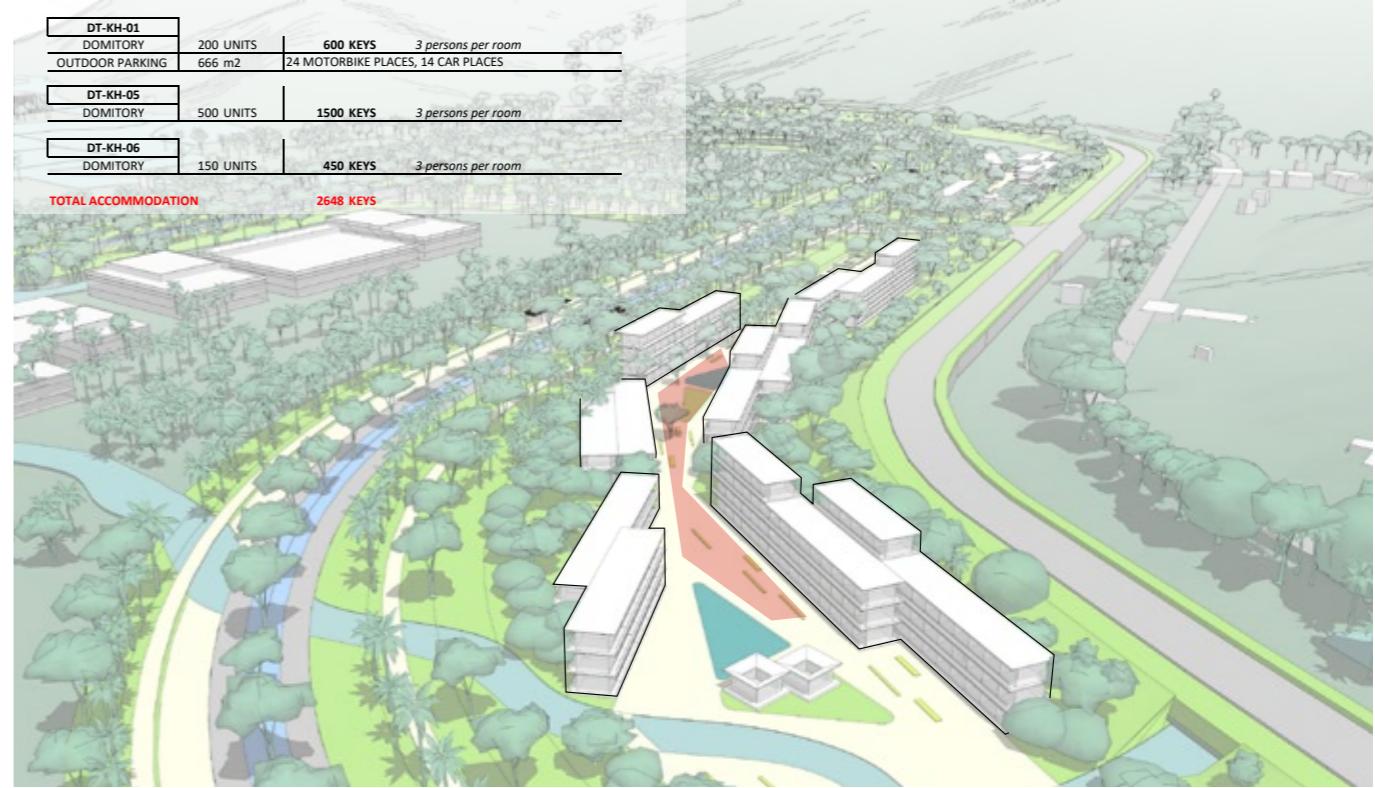
4.2.4. KHU PHỨC HỢP VĂN PHÒNG VÀ TIỆN TÍCH
MIX-USED AREA OF OFFICES AND FACILITIES



• PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

4.2.6. KHU CHUNG CƯ CHO NHÂN VIÊN, THỰC TẬP SINH
HOUSING FOR STAFFS, TRAINEE

DT-KH-01	200 UNITS	600 KEYS	3 persons per room
OUTDOOR PARKING	666 m ²	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05	500 UNITS	1500 KEYS	3 persons per room
DT-KH-06	150 UNITS	450 KEYS	3 persons per room
TOTAL ACCOMMODATION			2648 KEYS



• 1 2 3 4 5
PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

4.2.5. KHU BIỆT THỰ CHO CHUYÊN GIA
VILLAS AREA FOR EXPERT

DT-KH-02	8 BLOCKS	56 KEYS	7 flats per villa, 1 person per flat
OUTDOOR PARKING	1,200 m ²	20 MOTORBIKE PLACES, 20 CAR PLACES	
DT-KH-04	6 BLOCKS	42 KEYS	7 flats per villa, 1 person per flat



• PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

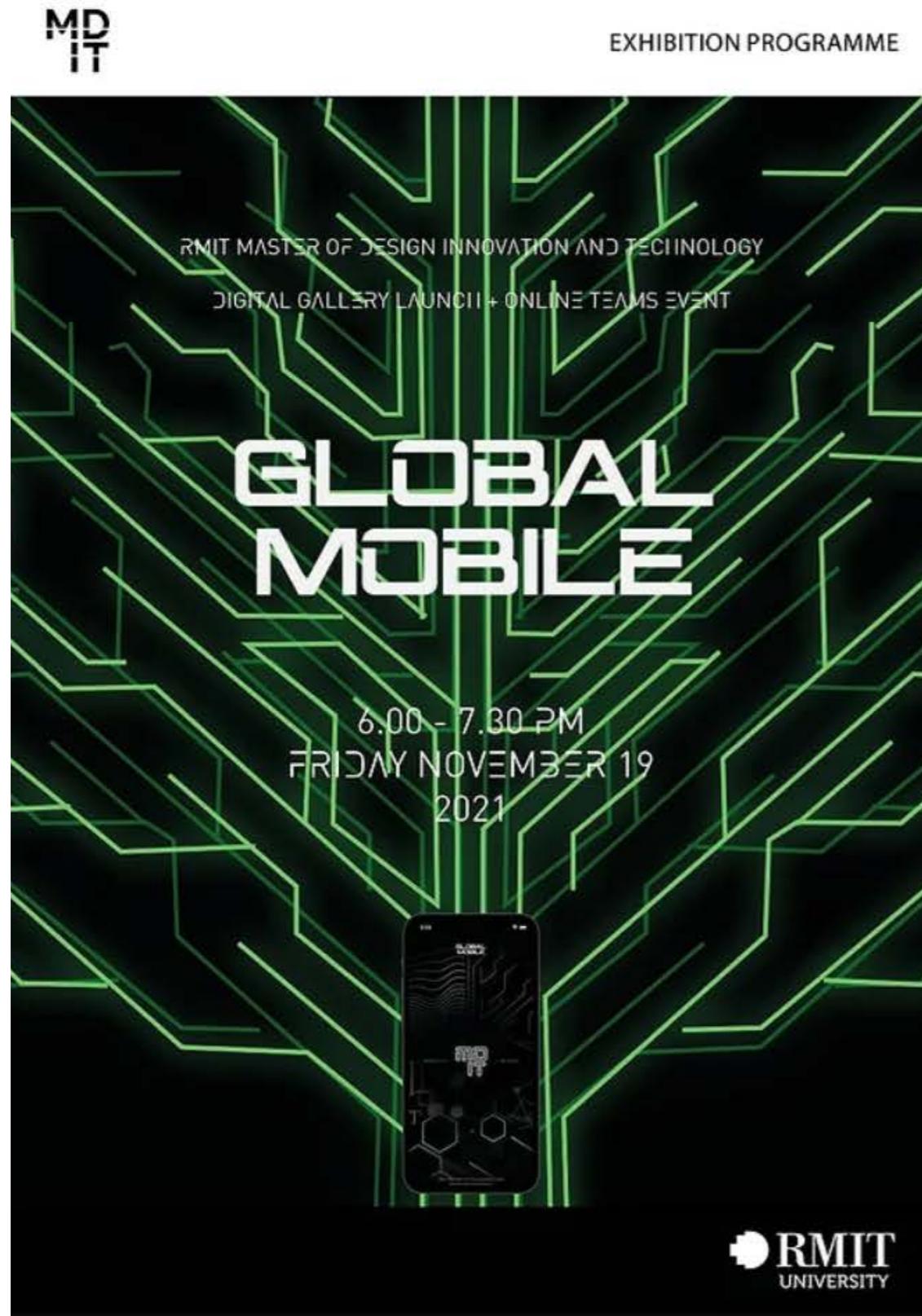
2021

Information architect / volunteer

Project: Global Mobile: Nex{t} virtual exhibition, SEM2, 2021

Location: RMIT School of design, MDIT program, Melbourne, AU

'Global Mobile' is an online exhibition which is designed as an app using mobile interface for visitors to interact with, via their mobile devices. They will access to students' works through series of 5 themes of projects, curated in structure of matrix as 'MDIT city'. The exhibition is hosted by MDIT program (Master of Design, Innovation and Technology), RMIT school of design, for exhibiting works of electives, studios and major projects design by post-graduate students in semester 2, 2021.



© 2021 RMIT MDIT



Visitors access the entrance firstly through the web page embedded QRcode for the mobile app interface.

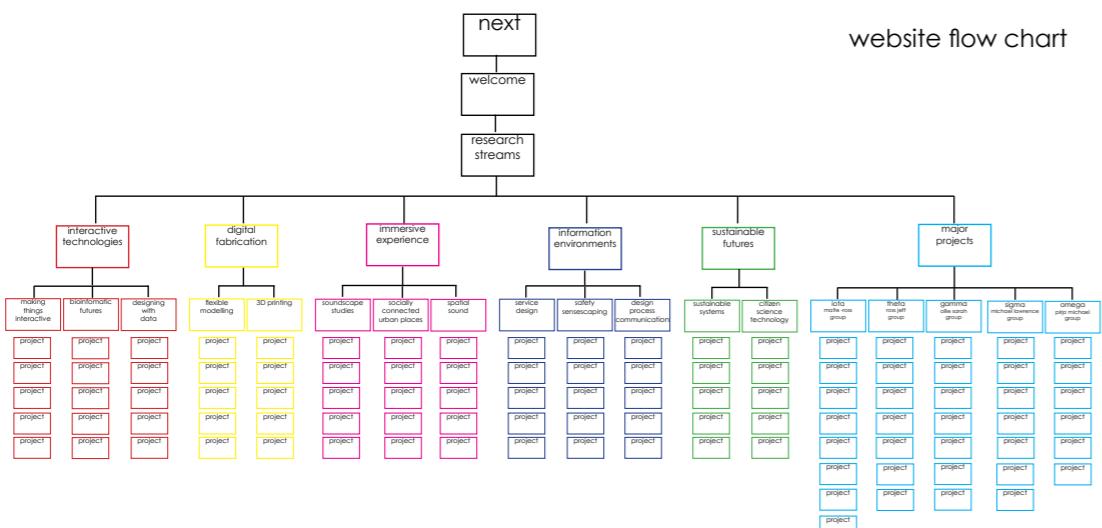


From then, Global Mobile exhibition will be accessed on mobile devices.

MY ROLE IN TEAM: Information architect

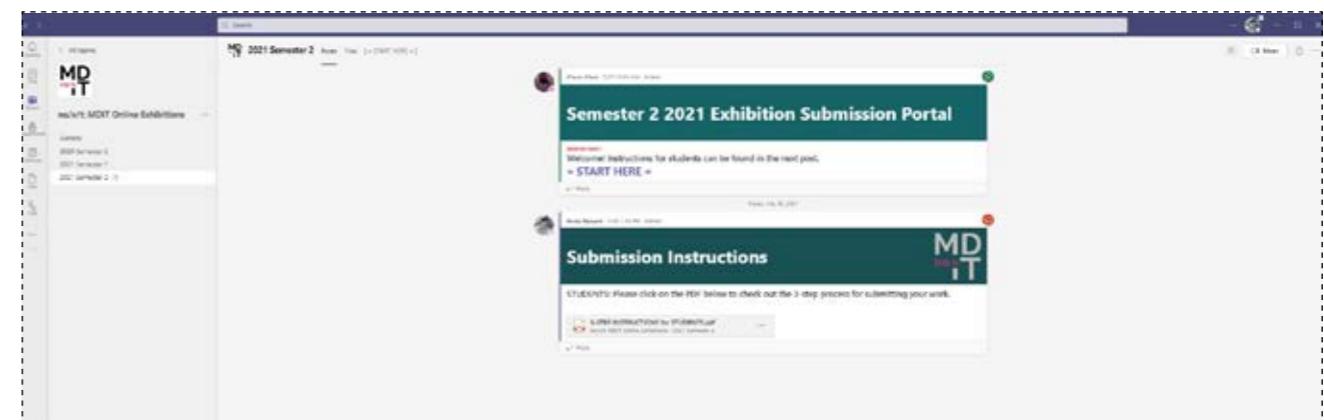
I arranged the information hierarchy – structure on how contents are accessed on the mobile interface. Plus, I manage procedure amongst students, lecturers, and design team on how to upload and retrieve media files from all projects into a system of Team Microsoft, in order to, from then medias will continue to be transmitted to online exhibition platform - the 'Global-Mobile'.

Methods: Microsoft Excel, Adobe Suites (poster, procedure instructions), Microsoft Team, Figma.



Website information chart

Submission guideline for students



Team Microsoft PLatform for lecturers, students and exhibition design team to work on during semesters.

Student	Student Name	Project Name	Project 3D-word Match	Editor word count	What theme does your project explore? (Select all that apply)							
					Media Index	Media Title	Media 3D-word Match	Innovative Experience	Digital Fabrication	Interactive Technologies	Information Environments	Sustainable Futures
1	James Pangandaran, Aunif Loh, Leanne Wong, Fletcher Lee	Future Visual	Future Visual	67				No	Yes	Yes	No	No
100% Editorial Link Please ensure the full URL is provided in the submission caption.												

Student	Student Name	Project Name	Project 3D-word Match	Editor word count	What theme does your project explore? (Select all that apply)							
					Media Index	Media Title	Media 3D-word Match	Innovative Experience	Digital Fabrication	Interactive Technologies	Information Environments	Sustainable Futures
4	Joseph Orlitzky, Andreea Dragomir	Deep Photo	Deep Photo	59				No	No	Yes	Yes	No
100% Editorial Link Please ensure the full URL is provided in the submission caption.												

Student	Student Name	Project Name	Project 3D-word Match	Editor word count	What theme does your project explore? (Select all that apply)							
					Media Index	Media Title	Media 3D-word Match	Innovative Experience	Digital Fabrication	Interactive Technologies	Information Environments	Sustainable Futures
1	Yiying Ren	PaperGlow Camera	PaperGlow Camera	67				No	No	Yes	No	Yes
100% Editorial Link Please ensure the full URL is provided in the submission caption.												

A Microsoft Excel structure is designed for lecturers and students reviewing works before uploading them to 'Global Mobile'. There would be around 100 projects running through system of various topics and themes for this processing.



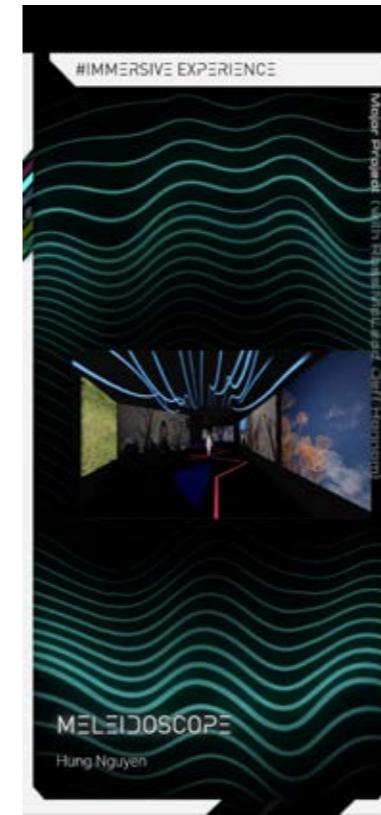
Welcome page



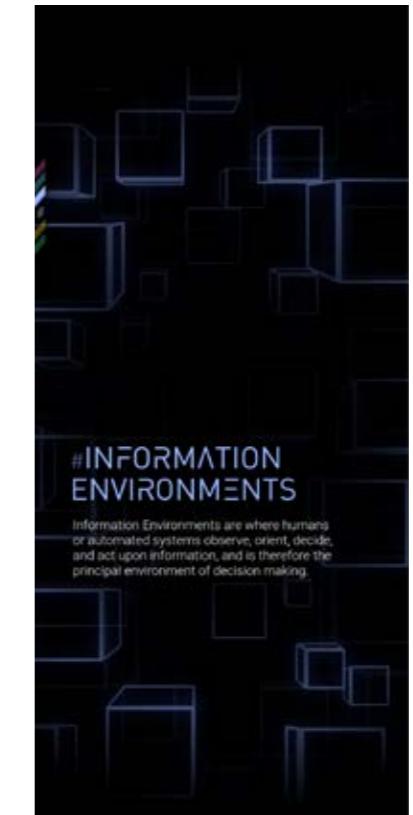
'Manifest' page



Theme 1



Projects belong to theme 1



Theme 2



Projects belong to theme 2



Theme 3



Projects belong to theme 3



Theme 4



Projects belong to theme 4



Theme 5



Projects belong to theme 5

2019

Project Assistant

General Planning of Kim Lien Special National Complex

Location: Name Dan District, Nghe An province, Vietnam

MY ROLE IN TEAM:

Site survey / Site analysis (research part)

Design guidelines

Information management (working with other teammates to prepare the content in the booklet.)

Translation

Diagrams and graphics preparation

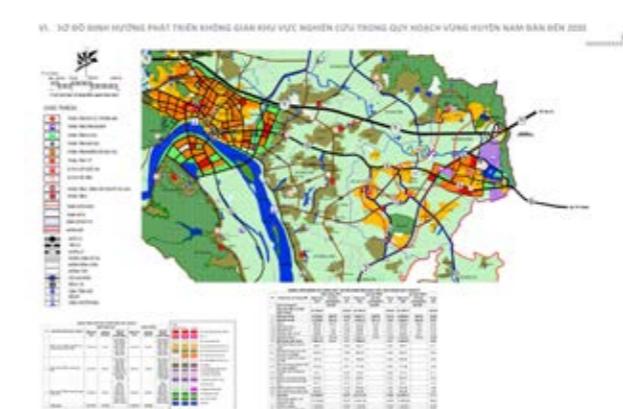
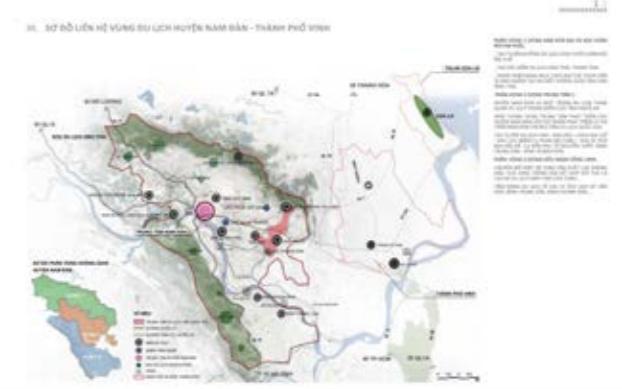
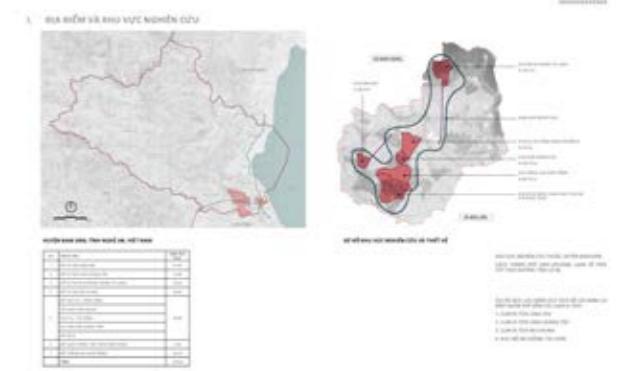
Update new adjustments for the booklet



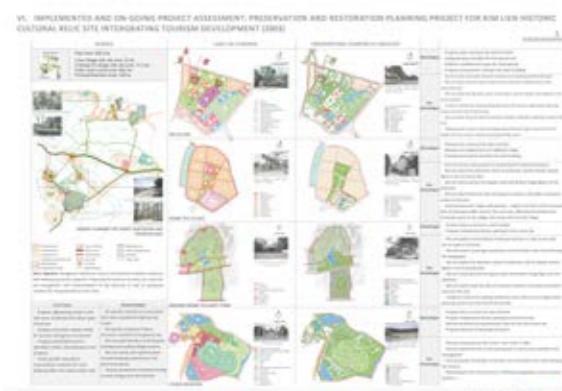
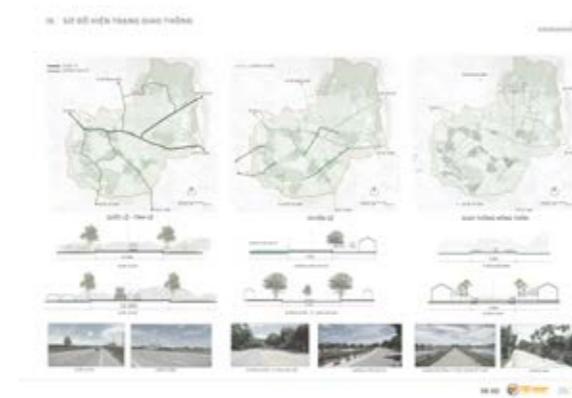
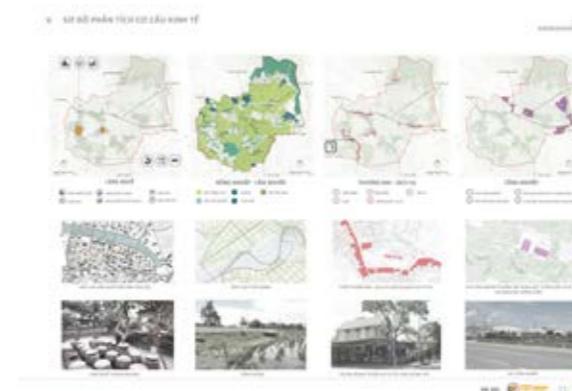
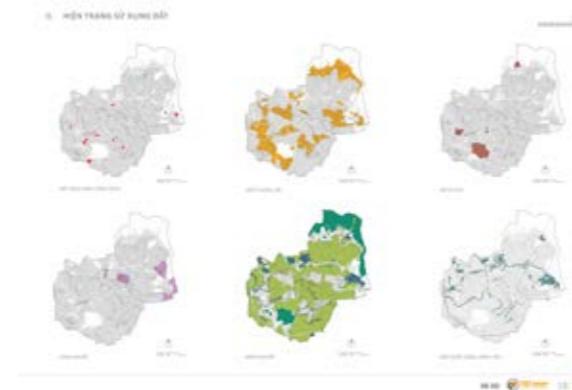
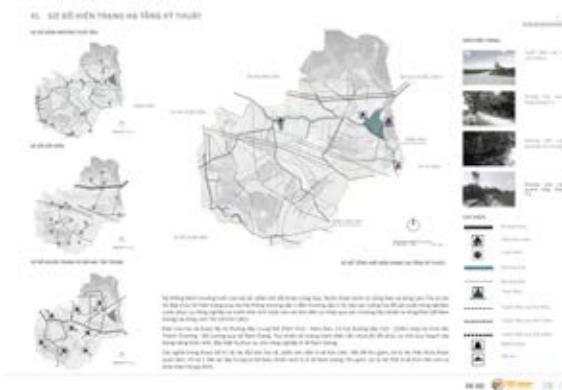
EVI: PERSPECTIVE OF HOANG TRU VILLAGE

**Project overview**

Source © 2019 Preservation Consultant Team/ DE-SO

Stage 1: Regional linkages (some samples)

Stage 2: Site analysis & assessment (some samples)



Stage 3: Proposal (some samples)



Source © 2019 Preservation Consultant Team/ DE-SO

Source © 2019 Preservation Consultant Team/ DE-SO

2019

Project Assistant
Phu Van Eco Town Zoning Master Plan
Location: Hai Phong, Vietnam

Tasks: Diagram/ Graphics additions & Master plan refinement (CAD)

MY ROLE IN TEAM:

- Diagrams and graphics preparation
- Update CAD adjustments for the masterplan

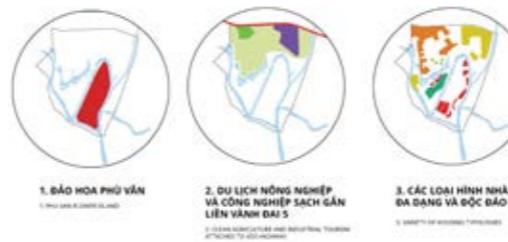


GROUP GSA

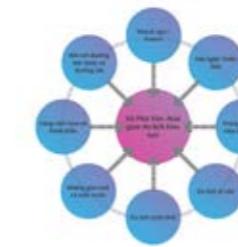


Source © 2019 Group GSA

3 CHIẾN LƯỢC PHÁT TRIỂN 3 DEVELOPMENT STRATEGIES



CỬA NGÕ TIẾP CẬN CÁC TRẢI NGHIỆM GATEWAY TO REGIONAL TOURISM



CẢNH QUAN BỜ SÔNG RIVERFRONT LANDSCAPE

- Một chuỗi các cảnh quan đa dạng nhưng đặc biệt hai bờ sông
- Các trải nghiệm mang đậm tính địa phương, từ không gian lồng xô đặc trưng của Đồng bằng sông Hồng và đô thị mặt nước đặc dọc Nhuệ.
- A series of different but unified landscapes along the riverside.
- A variety of experience stemming from local spatial specialty, from village spaces along the Day, to flower edge and urban edge along the Nhuệ.

- Cảnh quan hoa
- Cảnh quan lồng xô ngập nước
- Bờ sông hoa đặc trưng
- Bờ sông hoa đặc biệt
- Chè hoa với cây cỏ.



PHÂN KHU CHỨC NĂNG FUNCTION ZONES

- Đảo hoa Phù Văn
- Cảng hoa Ngã Ba Sông
- Khu ở cao cấp ven kênh
- Khu phức hợp nông nghiệp
- Khu chế biến và xuất khẩu hoa
- Khu ở trung tâm và tái định cư
- Công trình điểm nhấn
- Phu Van Flower Island
- Confluence Flower Marina
- High-class canal residential
- Agriculture complex area
- Flower processing and export
- Medium class residential and resettlement
- Landmarks



TUYẾN DU LỊCH XE ĐẠP CYCLE TOURISM ROUTE

- Promote healthy lifestyles with a cycling & walking network.
- Add to the tourism experience and encourages sustainable travel.
- Multi-stops bike scheme for tourists.

- Khuyến khích sử dụng xe đạp và bộ nhảy hướng đến lối sống lành mạnh
- Phong phú thêm trải nghiệm du lịch theo hướng du lịch bền vững
- Hệ thống cho thuê xe đạp nhiều trạm dừng chân linh hoạt cho du khách



TUYẾN DU LỊCH ĐƯỜNG THỦY WATER TOURISM ROUTE

- Water-based experience of flower Island
- 2 city routes: modern experience along the Nhuệ and Ancient River experience route along the Day

- Trải nghiệm cảnh quan đảo hoa theo dòng nước
- Hai tuyến du lịch trong thành phố, tuyến hiện đại dọc sông Nhuệ và tuyến khám phá sông Day cũ
- Tuyến du lịch Tam Chúc dọc sông Day



MẶT BẰNG TỔNG THỂ MASTER PLAN



Source © 2019 Group GSA

2019

Project Assistant
Ecogreen - Central Park
Location: District 7, Ho Chi Minh City, Vietnam

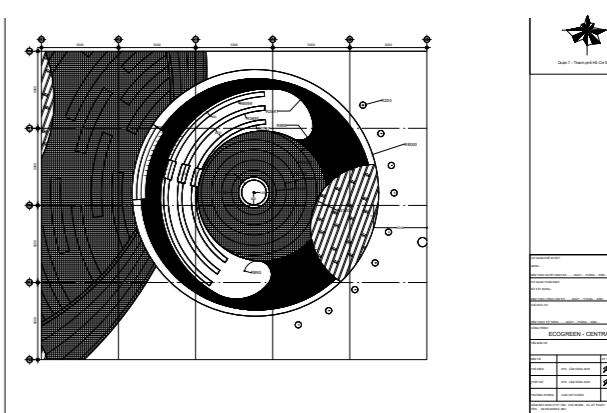
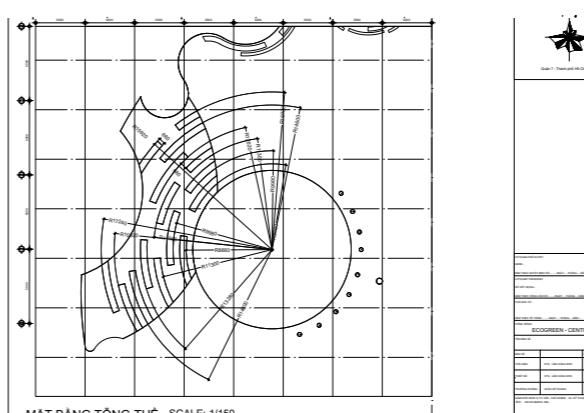
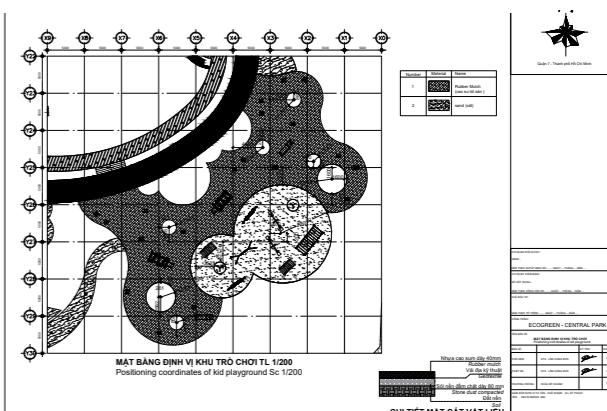
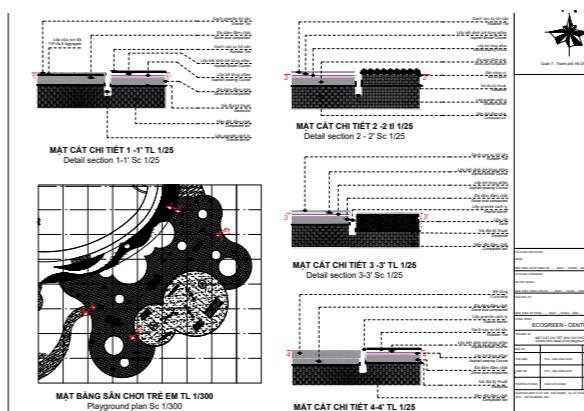
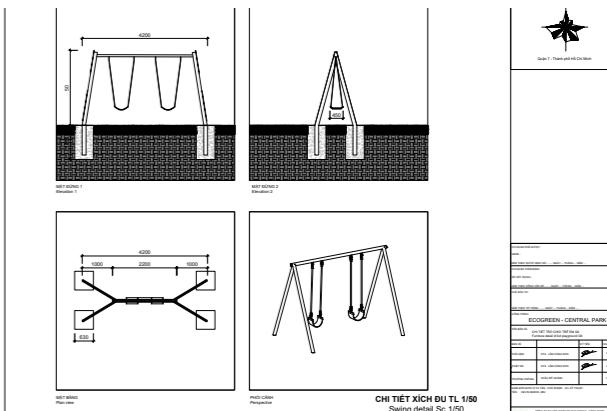
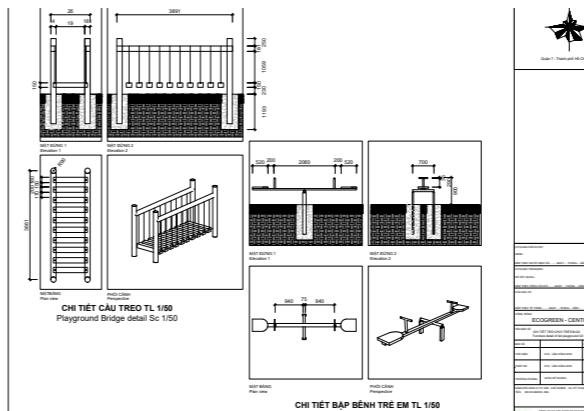
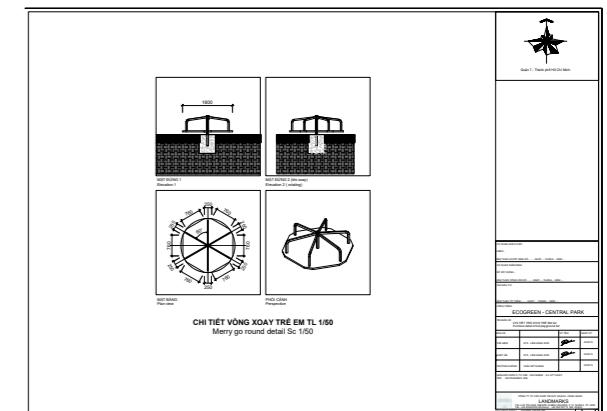
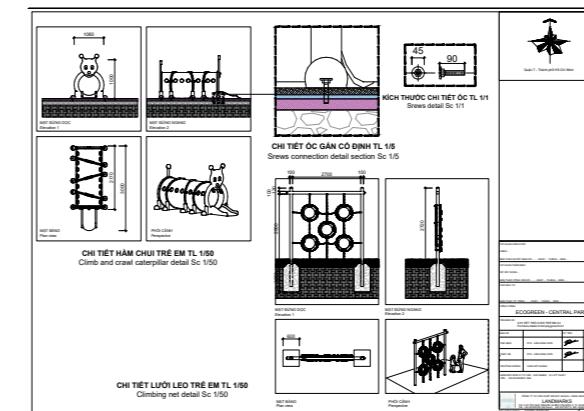
MY ROLE IN TEAM:

- Update new CAD adjustments for the masterplan
- Add detailed plans for playground design



Source © 2019 Landmarks LTD

Tasks: Creating additional plans for construction process



Major projects (Awarded projects)

2021: Immersive Art & Research Project (Urban theory, Soundscape studies)

2019: Urban design project

MELEOSCOPE

A sonic dérive in a ghost city

Supervisors:

Dr. Ross McLeod

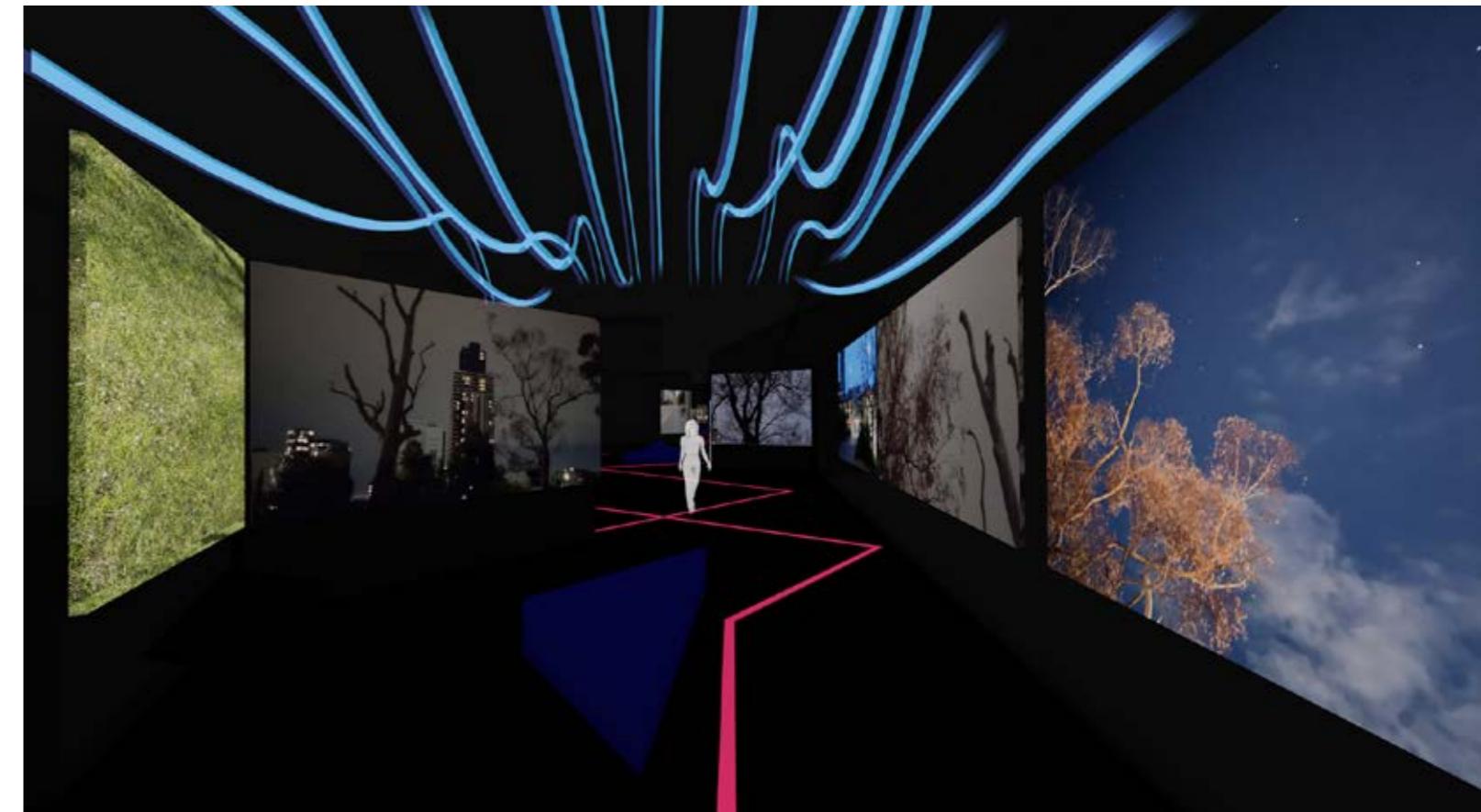
Dr. Jeffrey Hannam

About:

Meleidoscope is an immersive art experience that captures the sensorial qualities of the Melbourne CBD during the COVID-19 lockdowns of 2021. Walking into the installation people experience the visual and sonic qualities of the 'ghost' city that Melbourne became during the pandemic.

By engaging in a self-curated dérive', the audience immerses themselves in a sense of being lost in the sights and sounds of the strangely quiet city. Ultimately, the installation brings the subtle and poetic nature of the city's acoustic environments to the public's attention and acts as a memorial of the effects the pandemic brought to our everyday lives.

Keyword: immersive installation, psycho-geography, dérive





PRIMARY INFLUENCES

- Murray Schafer (Researcher, composer)
- Guy Debord (Philosopher, artist)

OTHERS

- Kevin Lynch (Urban theorist)
- Jan Gehl (Urban Designer)
- Clarence H White (Visual artist)
- John Cage (Sound artist)

KEY POINTS (IN PROJECT):

- Methodology (4 stages)
- Execution (dérive walks, sound walks)
- Design framework
- Psychogeographic mapping
- Soundscape Ideation
- Poetic & aesthetic critic
- Immersive art installation

IMPACTS:

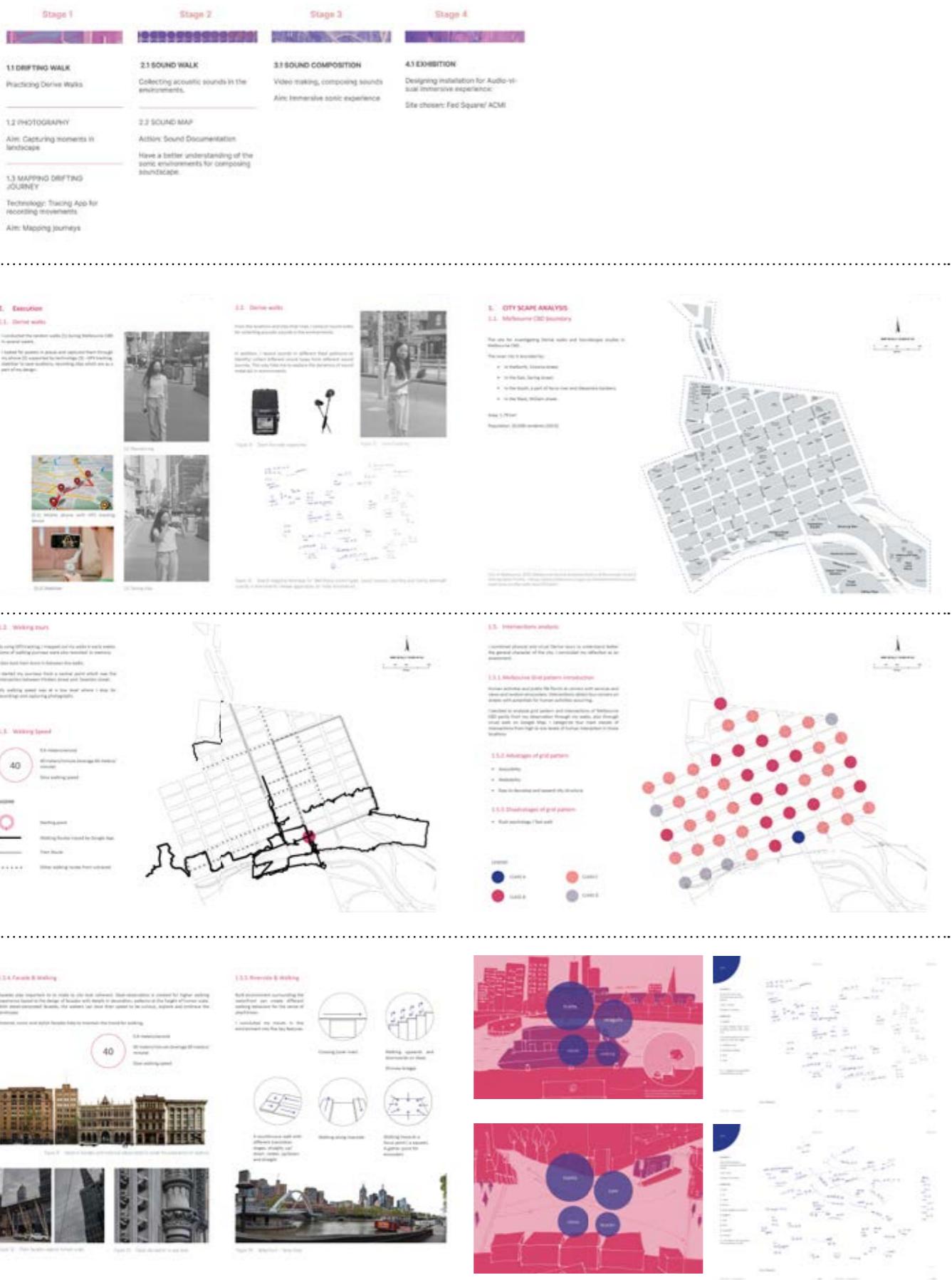
- Intuitive knowledge of grid-pattern city structure;
- Post-COVID 19 vision for city development;
- Discovery on phenomenon in human cognition between visual and auditory.

from METHODOLOGY *to* EXECUTION

from PYSHO-GEOGRAPHY MAP to ARTISTIC INSTALLATION

(Further details presented in publication)

METHODOLOGY



2. My implication

This is the general map I created for describing my walkings inside Melbourne city (Figure 1.2.1)

The map includes several tours in weeks looking for the quality defining the characteristic of the city in lockdown condition. The arrows present the main directions I took on the roads.

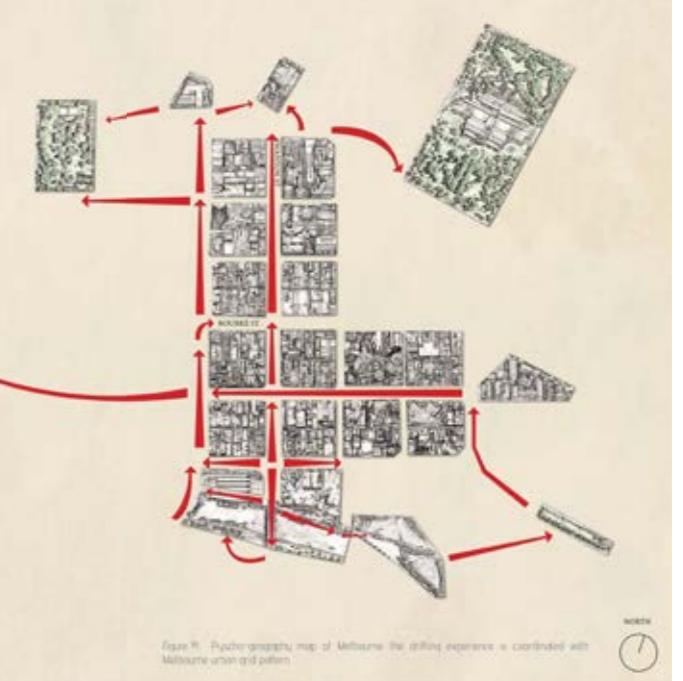
The walking affection is tightened up into the middle blocks and streets.

The iconic ambience of this city at the moment is trains and trams.

highside and stations.

1. Swanston street (the main walkable access to other streets)
 2. Collins street
 3. Elizabeth street
 4. Bourke street
 5. Laneway Degrawe
 6. Yarra riverside
 7. Greenlanes (in specific, Flaggstaff Garden)
 8. Flinders Street Station
 9. Melbourne Central, Royal Arcade

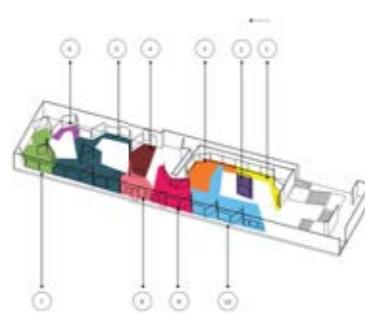
Figure 9. Psycho-geography map of Melbourne: the walking experience is coordinated with Melbourne urban and pattern.



L.F. Barnes

This space is reserved for 10
questions.

- 1. Train
 - 2. Intersections
 - 3. Sweetest sweet man
woman
 - 4. Letters
 - 5. Givatayim
 - 6. Queen Esther
 - 7. Diamonds
 - 8. Maths
 - 9. Nuclear option
 - 10. Riverside kitchen



3. Three stages of experiences

8.3 Audiences enter the exhibition

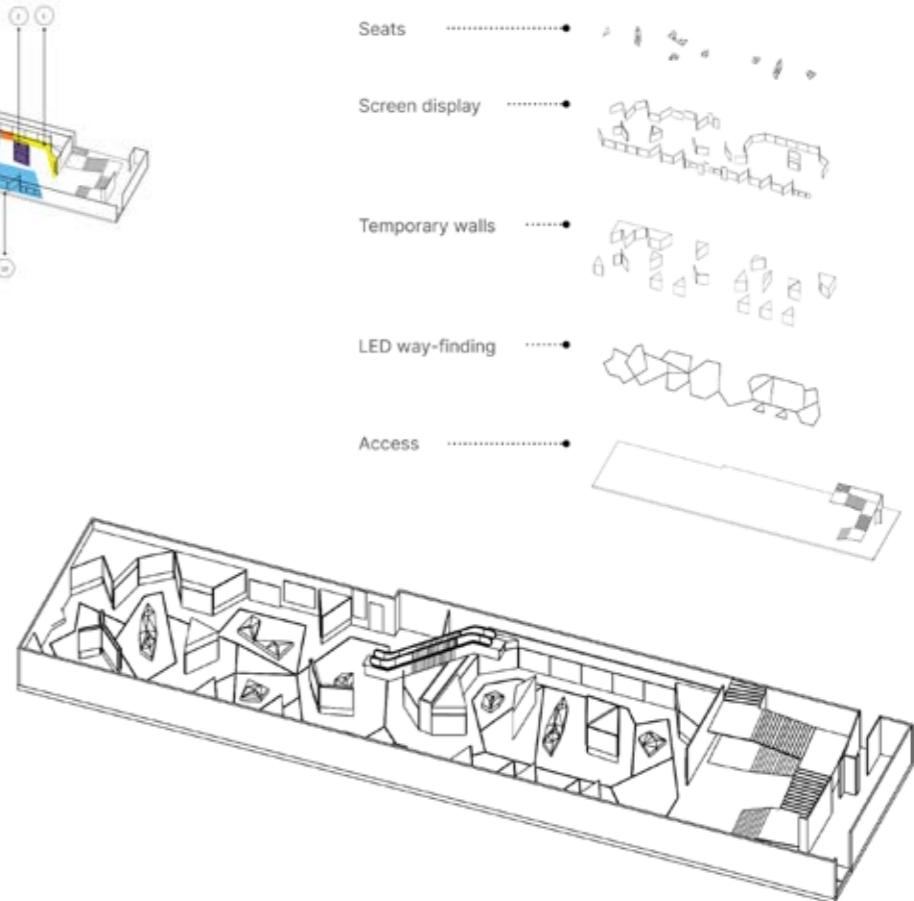


3. Interaction & Technology

3.1. *Interaction*



- 1. Antibiotic use can be monitored, based on a strict interpretation of antibiotic susceptibility testing results.
- 2. Antibiotic (or bioassay) testing history of 10000+ isolates during the process.





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MD
IT

HOME ABOUT STUDIOS ELECTIVES MAJOR PROJECT EXHIBITION PEOPLE

< MELEIDOSCOPE

Hung Nguyen

Meleidoscope is an immersive art experience that captures the sensory qualities of the Melbourne CBD during the COVID-19 lockdowns of 2021. Walking into the installation people experience the visual and sonic qualities of the 'ghost' city that Melbourne became during the pandemic. By engaging in a self-curated demo, the audience immerses themselves in a sense of being lost in the sights and sounds of the strangely quiet city. Ultimately, the installation brings the subtle and poetic nature of the city's acoustic environment to the public's attention and acts as a memory of the effects the pandemic brought to our everyday lives.

RMIT University School of Design Melbourne, Australia

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mdit@rmit.edu.au

Showcase: rmitmdit.com/major-projects

Publication: <https://www.myhungnguyen.com/project/meleidoscope/>

VAN THANH ECO-FARMING VILLAGE REGENERATION

Uban Design project

Supervisors:

Dr. Nguyen Cam Duong Ly

Location

Dalat City, Lam Dong Province, Vietnam

Year

2018

About:

The site is famous for the traditional agricultural activities. For the long-standing floricultural village (since 1956) and the unique landscape of horticulture, Van Thanh becomes one a tourism attractions in Da Lat city.

The long-standing village with traditional forms of housing typologies and the spirit of an old communal space has been challenged by complexity of issues, including: the overcomes of greenhouse establishments, the urbanization extended from cbd and the complexity of social-economic activities in horticulture...In addition, the existing infrastructure has not been upgraded in an efficient and comprehensive way for future urban development.

The project aims to propose an innovative and comprehensive solution for these issues accompanied with a strategy for future development on site.

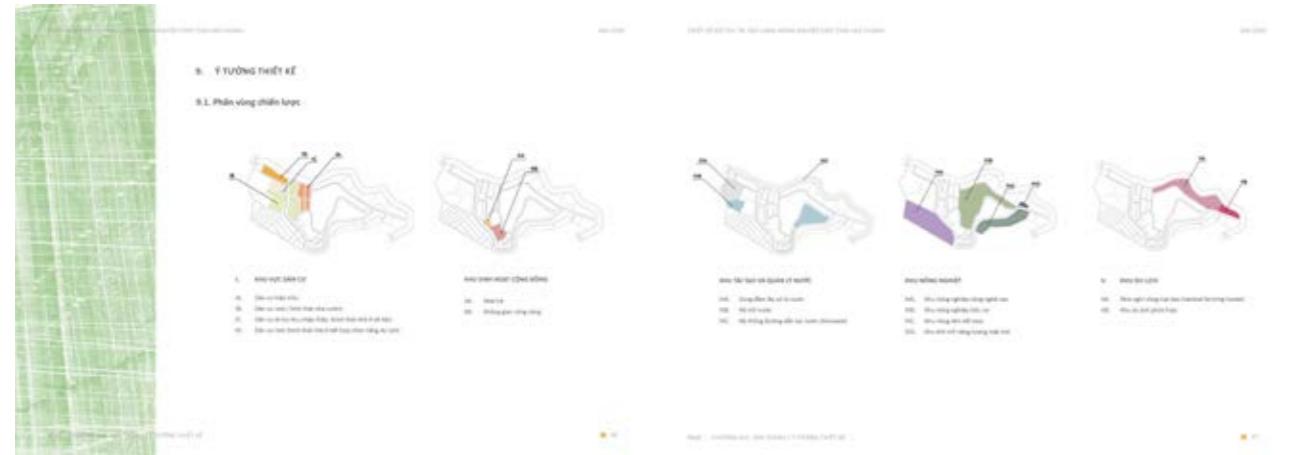


SITE ANALYSIS



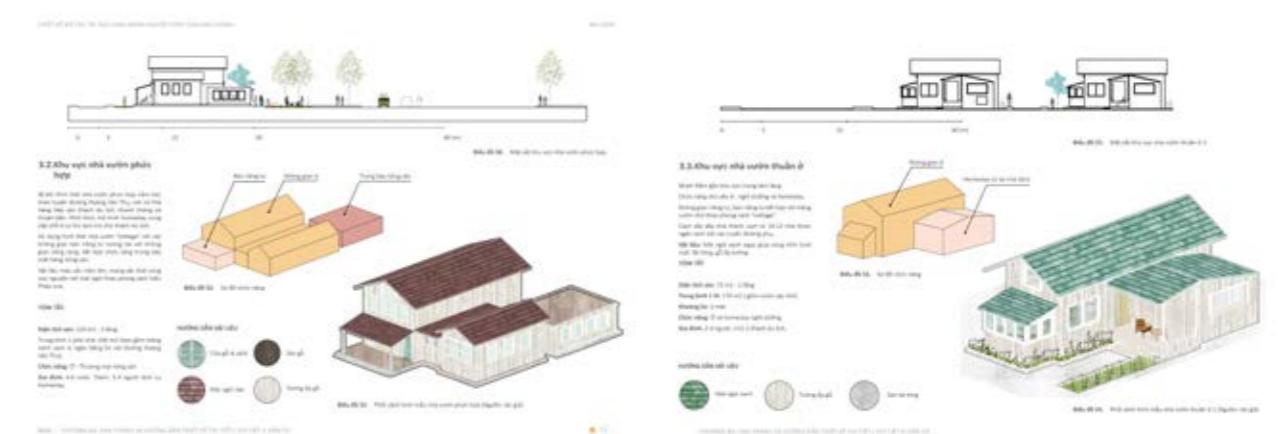
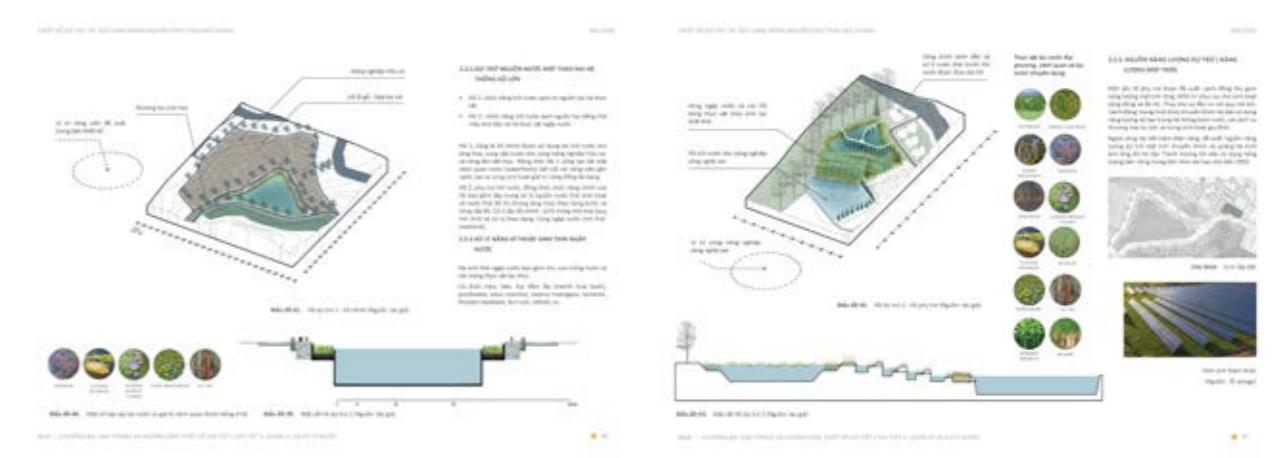
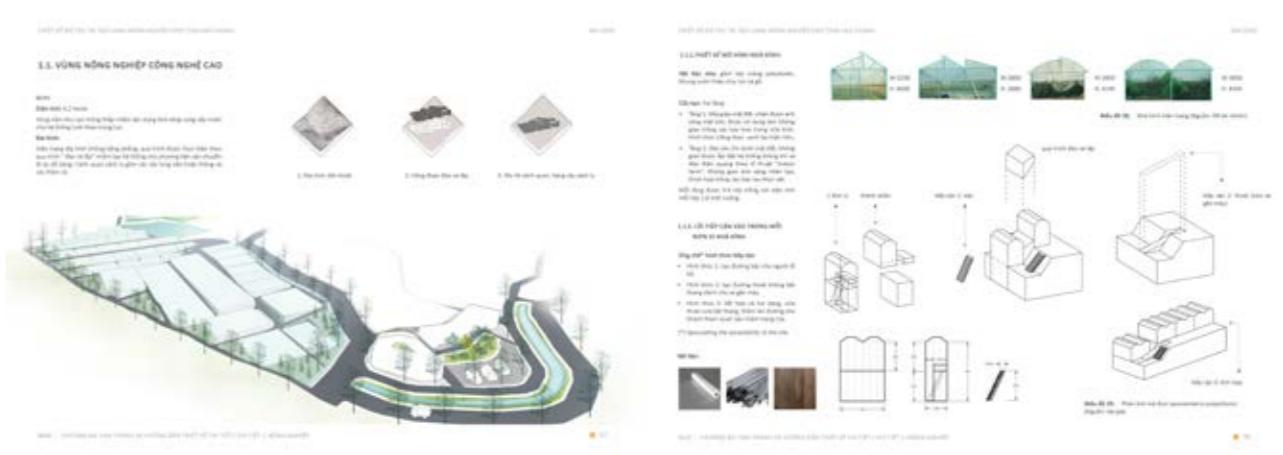
- General planning & regional linkages
 - Site introduction

LOGICS, LAND USE PLAN & MASTER PLAN

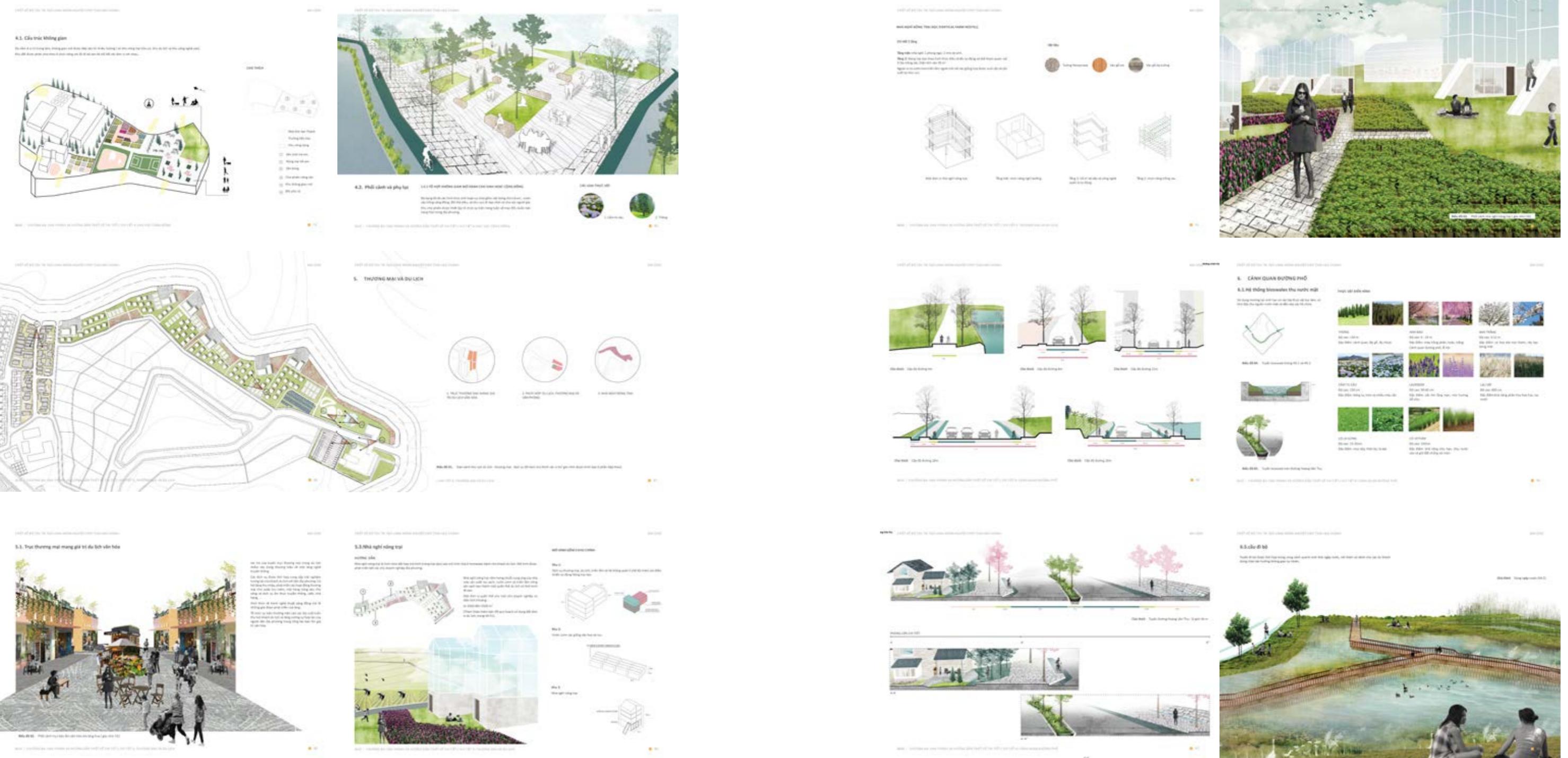


- Zoning strategy
- Design principles
- Land use plan and analysis
- Master plan 1/500

DESIGN FEATURES



- Agriculture, Horticulture and Agroforestry
- Waterfront, system of lakes
- Housing typologies



- Open space, childcare center
- Tourism - Commercial sectors
- Van Thanh branding
- 'Vertical Hostel' model for farm stay

• Streetscapes

(Further details in publication)



Loa Thanh award certificate - Sustainability award

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The screenshot shows a news article from the Tap Chi Kien Truc website. The headline is 'Thiết kế đô thị: Tái tạo làng nông nghiệp sinh thái Vạn Thành – Giải Hội đồng'. Below the headline, there is a list of five items, likely related to the project's recognition. At the bottom of the page, there is a large image of a detailed urban plan or architectural rendering of a rural landscape.

Showcase: tapchikientruc.com

Publication: <https://www.myhungnguyen.com/project/urban-design/>

MASTER PROGRAM - SELECTIVE ACADEMIC WORKS

2021

KINETIC MECHANISM



Hung Nguyen

2020

PATTERN SKIN DESIGN SERIES



Hung Nguyen, Peixuan Zhu

2020

WIND SONATA



Hung Nguyen

2020

SENSING NATURE



Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang

April, 2021

3D PRINTING FOR CREATIVES

Kintetic Mechanism

By Hung Nguyen

Description

Inspired by Theo Jansen's theory on his principle for kinetic motions, this mechanism is designed to generate the movements of linkages in a four-leg structure. Artistically, the movements mimic the gait of an animal. The actuation mechanism comprises of an Arduino and two motors, and is battery-powered. For future applications, the kinetic mechanism can be applied for robotic design with locomotion ability on various surfaces using sustainable energy such as wind and solar power.

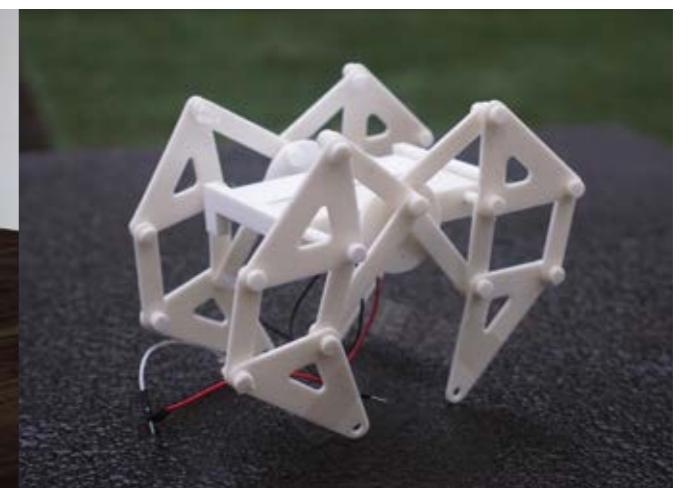


Fig 1. From rendering to physical prototype



Fig 2. Precedent: Strandbeests by Theo Jansen

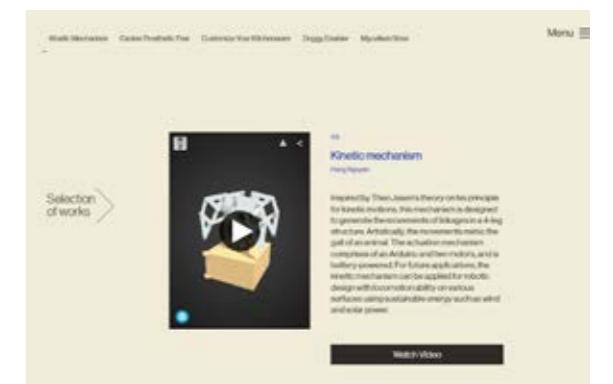


Fig 3. 'Kintetic Mechanism' is selected for student showcase exhibition in April, 2021

categories of works:

elective(s)

studio(s)

URL | View the model online from Sketchlab:

[HTTPS://SKETCHFAB.COM/3D-MODELS/KINTETIC-MECHANISM-96821ADC985243CE9377A13492C7FD59?UTM_MEDIUM=EMBED&UTM_CAMPAIGN=SHARE-PO-PUP&UTM_CONTENT=96821ADC985243CE9377A13492C7FD59](https://sketchfab.com/3d-models/kintetic-mechanism-96821adc985243ce9377a13492c7fd59?utm_medium=embed&utm_campaign=share-p0-pup&utm_content=96821adc985243ce9377a13492c7fd59)

August, 2020

FLEXIBLE MODELLING FOR DESIGN AND PROTOTYPING

Pattern skin design series

Hung Nguyen, Peixuan Zhu

The design project focuses on making innovative paving patterns for both indoor and outdoor spaces. By using on flexible designed algorithm in Grassopper/ Rhino, we aim to create different iterations from which we add-on different materials, functions and contexts as the final results of our project.

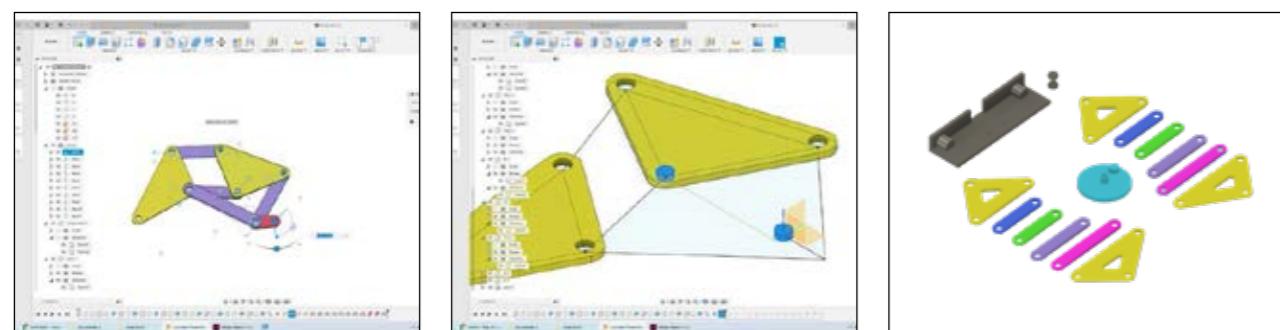


Fig 4. Develop a unit of model in Fusion 360 software. Testing the motions through digital simulation

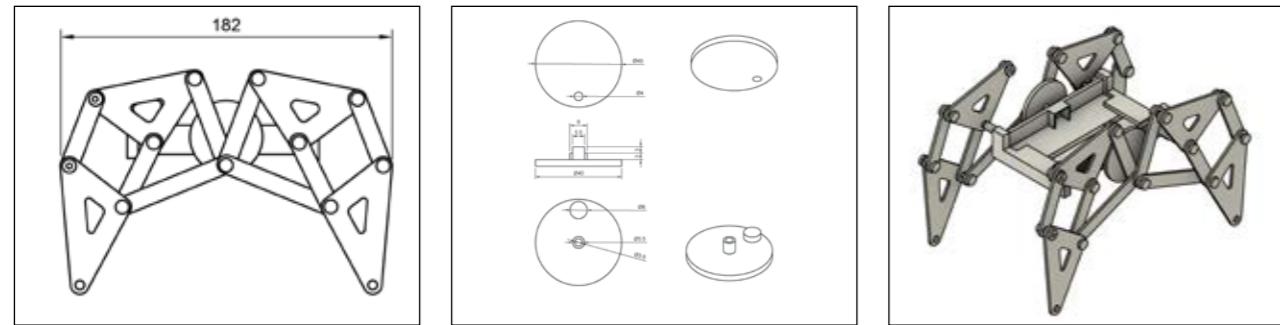


Fig 5. Developing technical drawings in Fusion 360



Fig 6. Initial prototype created by 3D printing

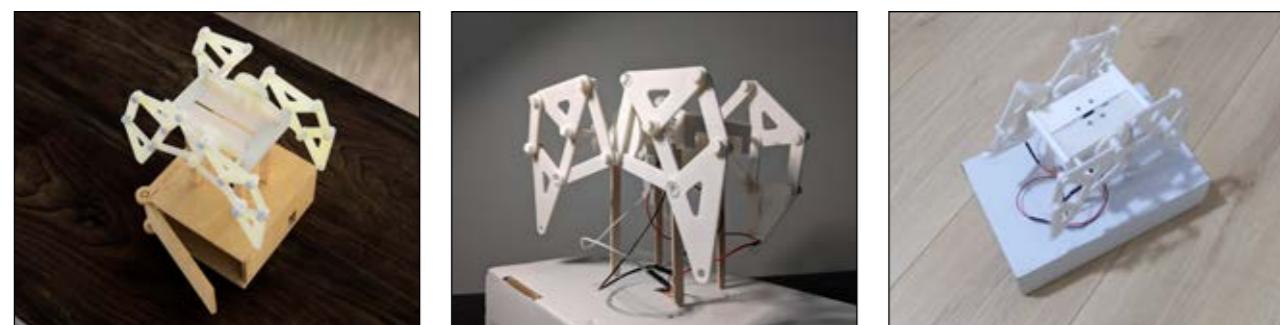


Fig 7. Final prototype using motors and electronics to illustrate the motions of the mechanism

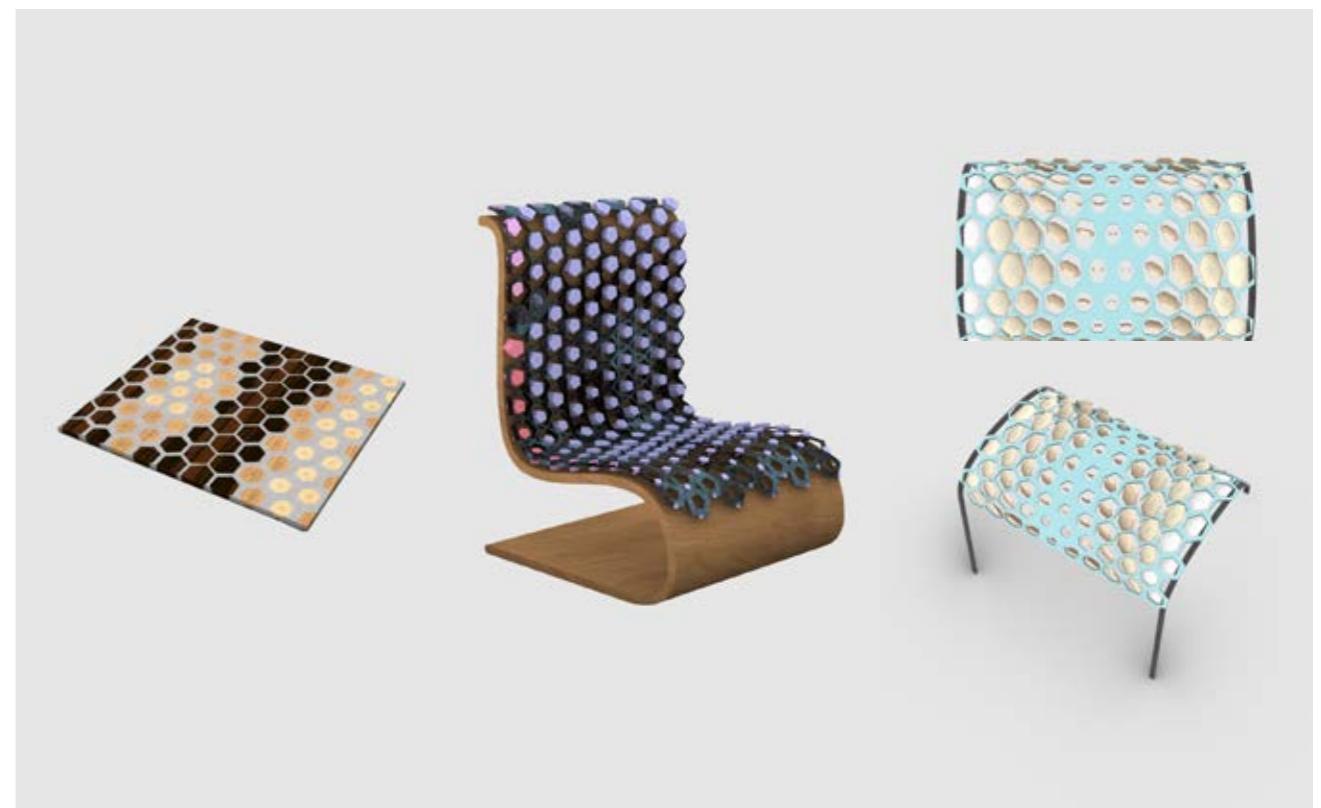


Fig Overview design outcomes from elective (Images by Hung nguyen)

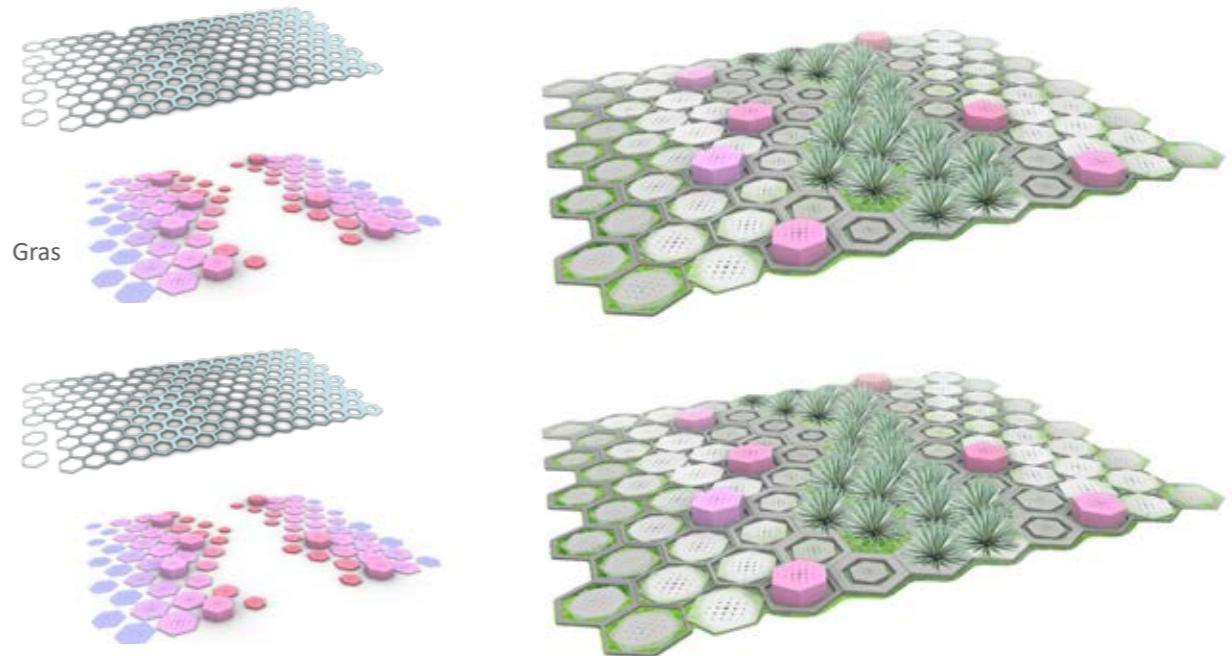
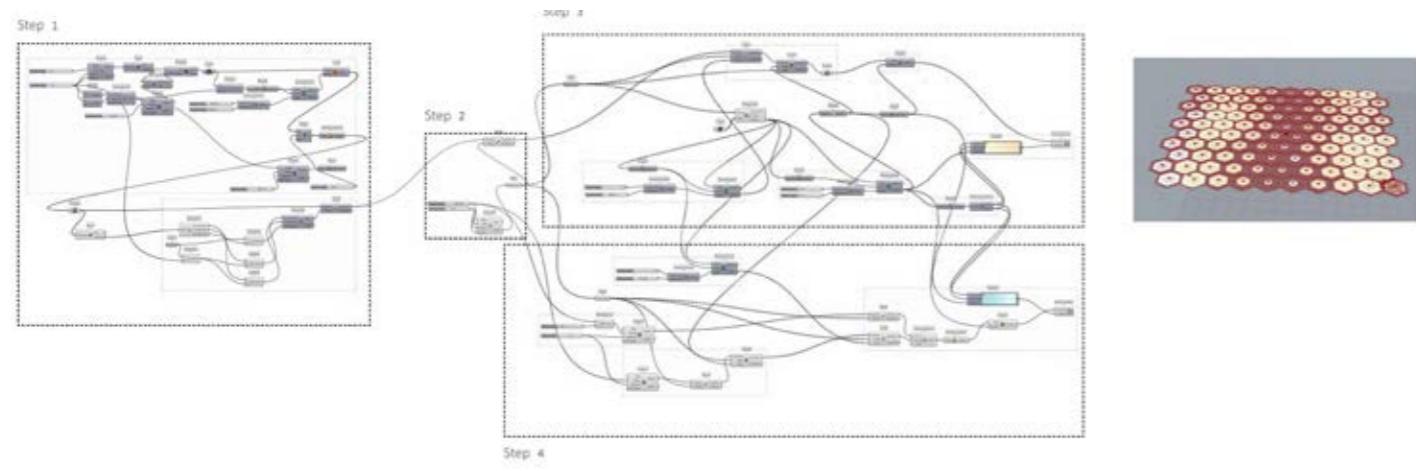
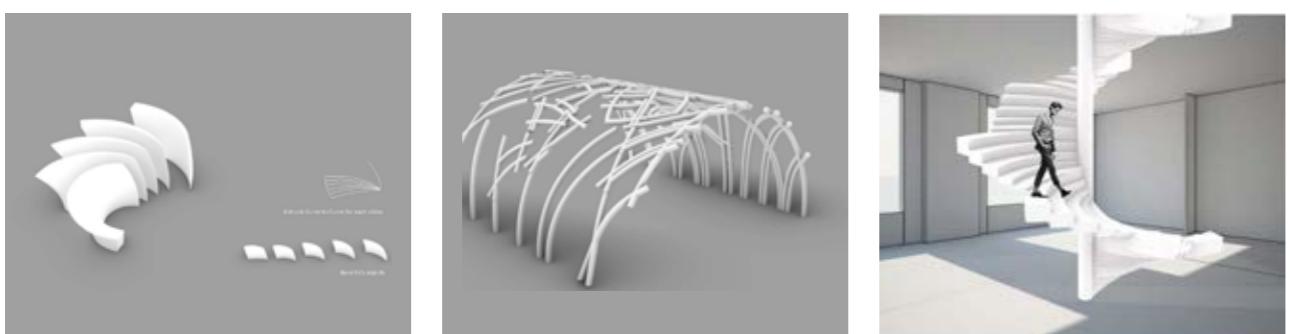
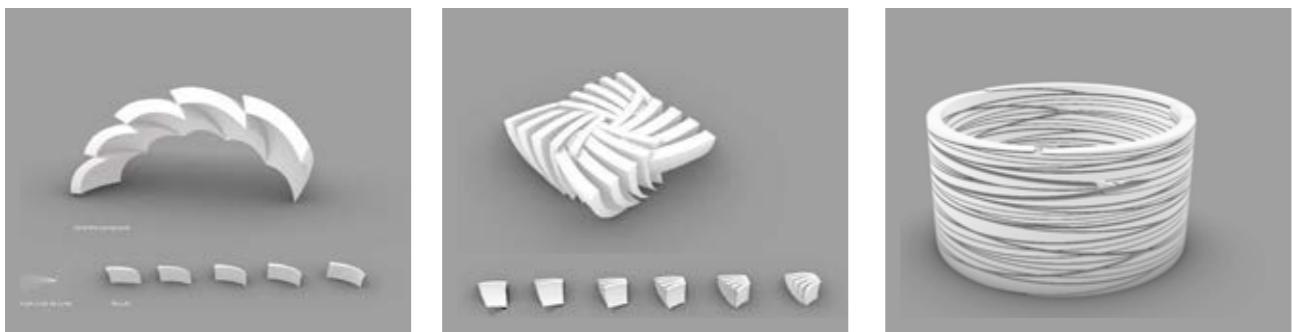
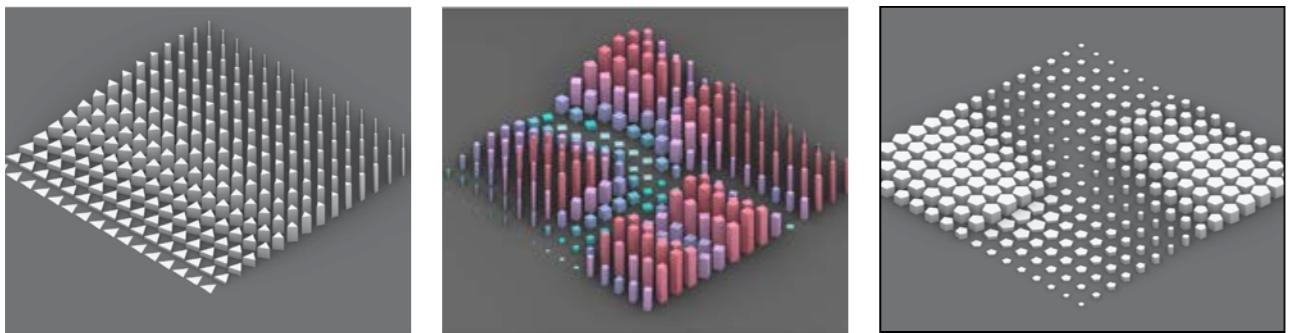
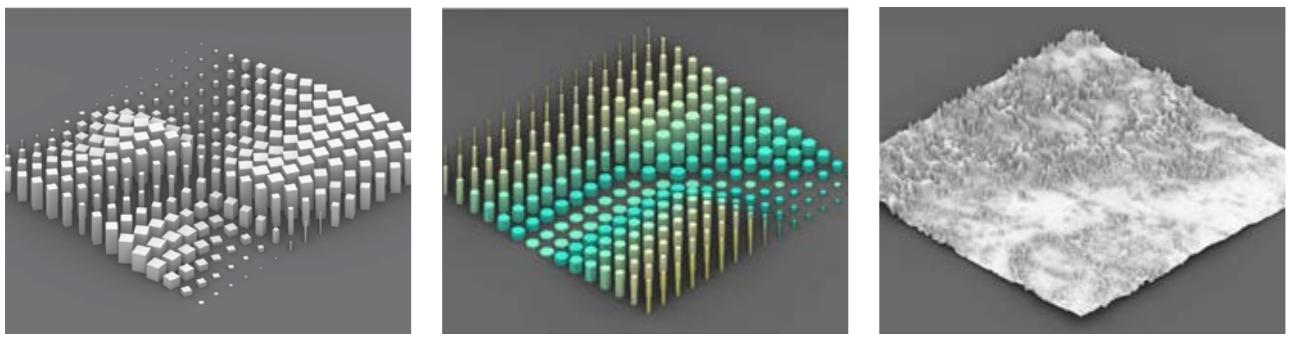


Fig Gras

Fig Developing a functional surface by using parametric design method

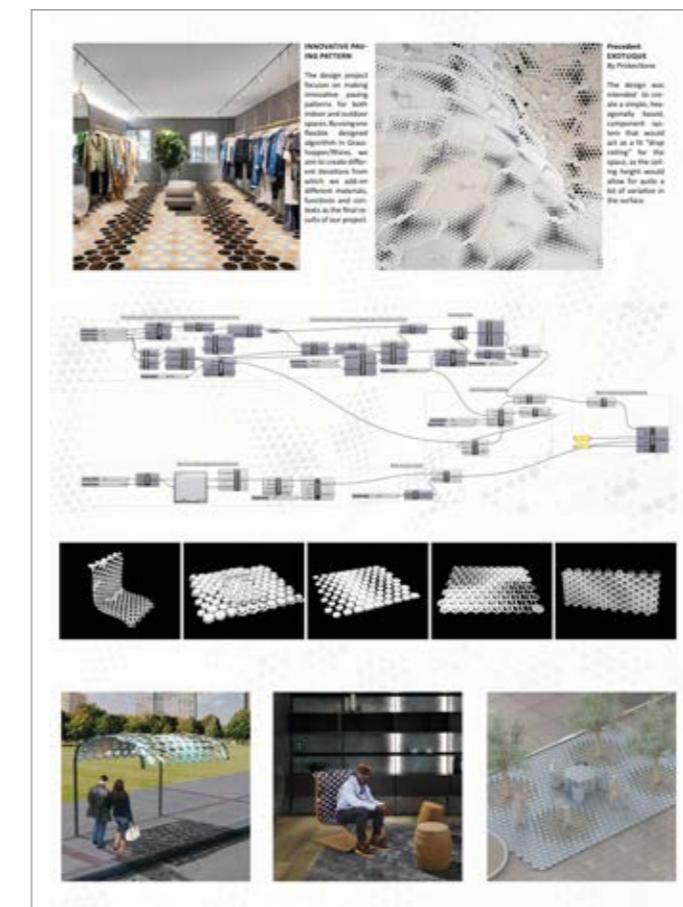


Fig Poster for exhibition

March, 2020

INTERACTIVE TECHNOLOGY

Wind sonata

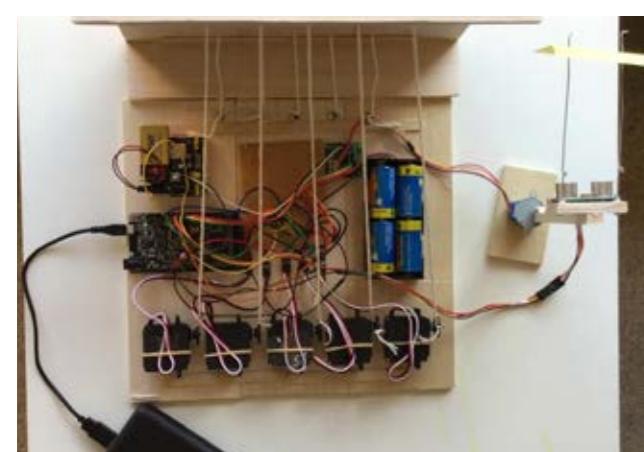
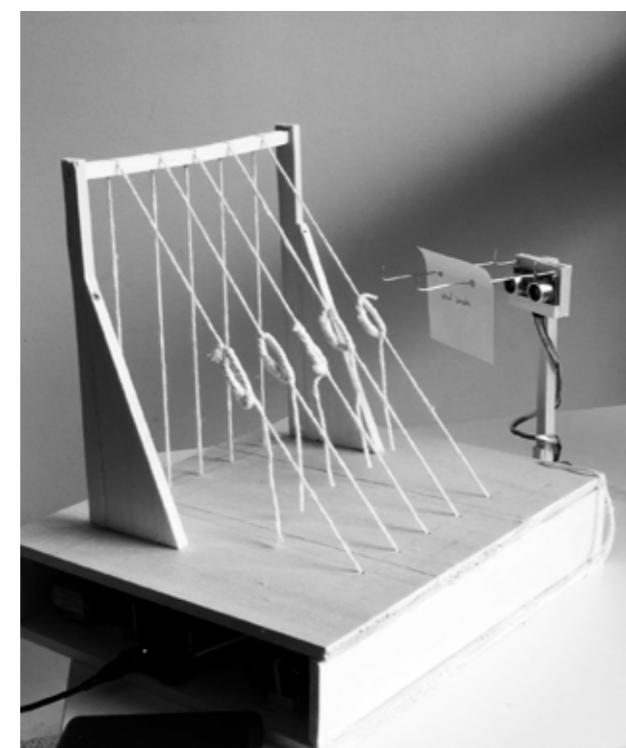
Hung Nguyen

Wind sonata is an artwork for acknowledging the phenomenology of wind and silence. The idea is to create a means for wind conservation that our sensations can retrieve from a distance.

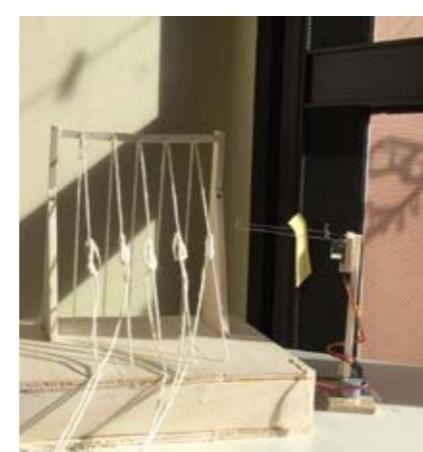
By placing one's fingertips through the artwork's five loops, the movement of wind is felt through the gentle, silent articulation of the strings. Music isn't played, but like a musical instrument, a conversation with wind is made through this tangible connection.



Poetic devices

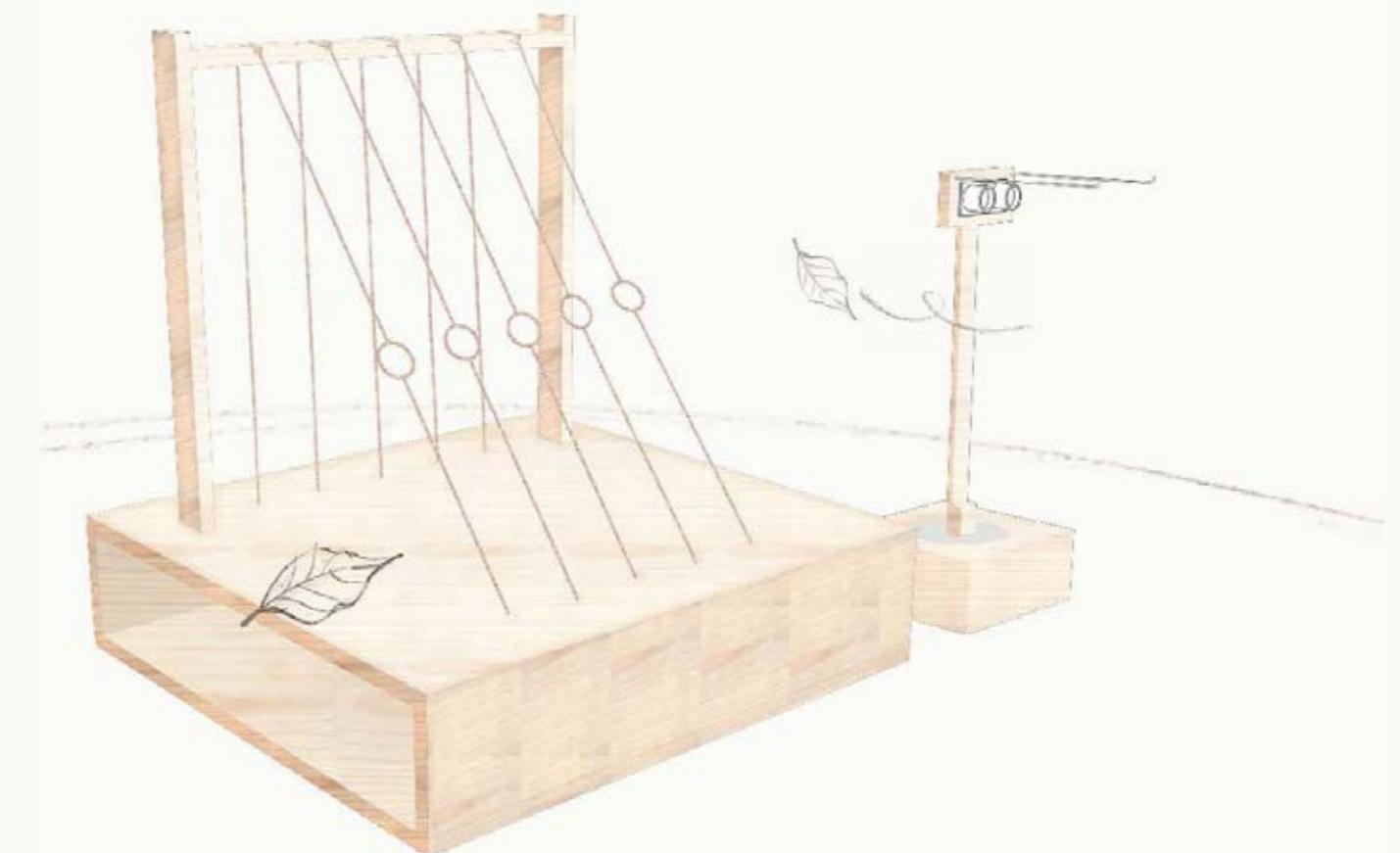


Mechanism and testing



"Just as in dreams, an experience of a supposed world is produced by the mind alone."

- Ken Goldberg, 2000.



"You could hear the wind stirring outside during the first movement. During the second, raindrops began patterning the roof, and during the third people themselves made all kinds of interesting sounds as they talked or walked out."

- John Cage

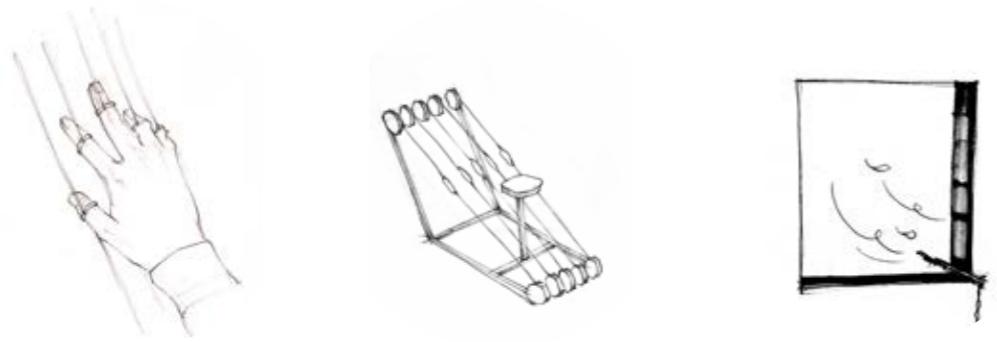


Fig Initial idea about a machine which will collect wind signals to create a movements on fingers.

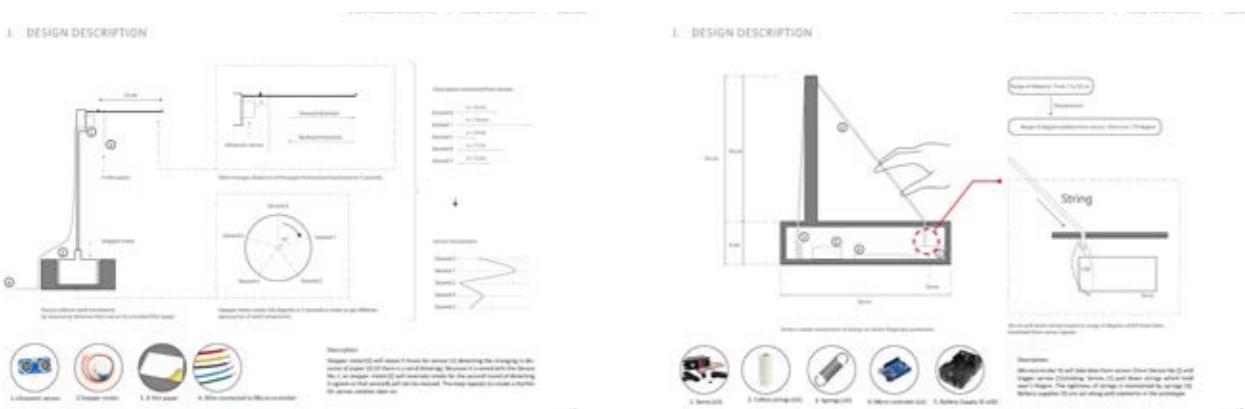


Fig Electronic mechanism

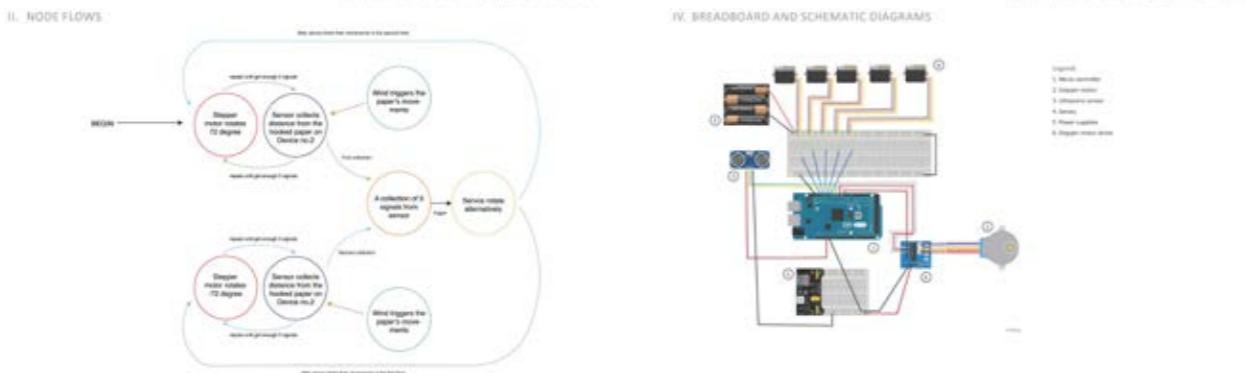


Fig Workflow diagram

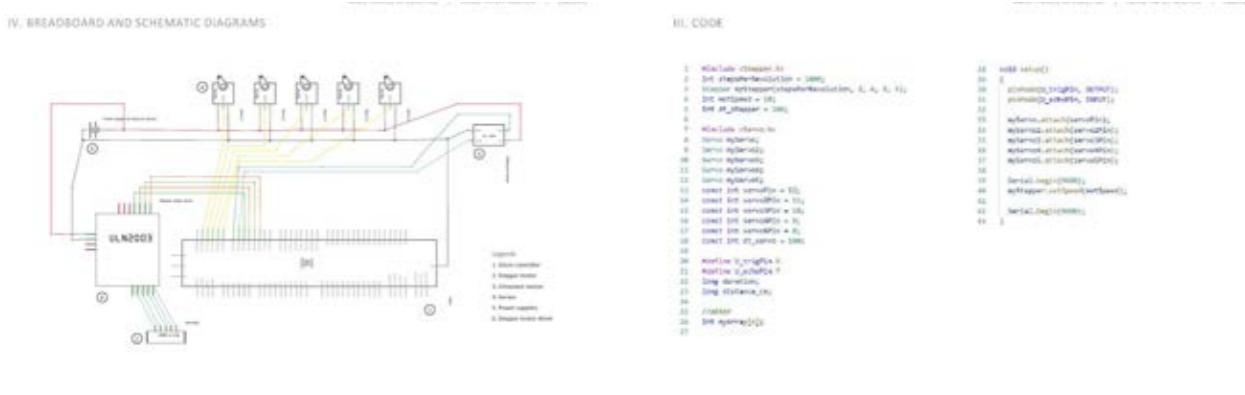


Fig Schematic diagram



The artwork was exhibited on next.mdit.space as a virtual exhibition hosted by MDIT RMIT (rmitmdit.com) in March 2020.

STUDIO: SENSING NATURE

SUPERVISORS: Jeffrey Hannam - Sophie Gleeson

Studio Introduction

In this studio you will develop strategies for designing and prototyping sonic information technologies for the McClelland Gallery sculpture park. By focusing solely on the dynamic qualities of the natural environment, this studio integrates sonic information design and soundscape design as the methods for examining and creating responsive, situated systems which communicate changes occurring within the natural environment. By undertaking this studio you will gain an appreciation of the concepts, methods and techniques for incorporating sound as a vehicle to communicate complex, multi-dimensional information, as well as develop and implement creative transformations which may be used to advance discourses surrounding the study of urban or natural settings.



Fig McClelland Sculpture Park

PROJECT: NATURE SYMPHONY

New perspective. New reconnection.

Team: Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang

In today's society, human activities with their dominant perspective have brought threats to the natural environment and other species. Through this project, we investigate natural elements and current environmental issues based on three scales of levels: macro level as Victoria -meso level as Frankston city and micro level as McClelland Sculpture Park.

The main issue and solution we focused on is balancing the relationship between humans and Nature through design communication method. Our proposal is a sound art sculpture as a way provoking the meaning of friendship between humans and Nature. We collected eco-acoustic data from sensors and transfer them into sonification. We visualized the movements of Nature through our designed sound composition. In the meantime, we create a form depicting a symbolic landscape in Nature to attract birds and visitors coming over. We hope our project can give people an enjoyable moment with Nature and give them a new perspective in terms of a meaningful -long term relationship between human and Nature.

Keywords: responsive artwork, sonification, natural environment, acoustic ecology.



Fig installation on site

SENSING NATURE STUDIO NATURE SYMPHONY

BY YAHAN WANG, JIN QIAN, HATAIRAT JAMPANAT, HUNG NGUYEN

In today's society, human activities with their dominant perspective have brought threats to the natural environment and other species. Through the project, we investigated natural elements and current environmental issues based on three scales of levels: macro level as Victoria - meso level as Frankston city and micro level as McClelland Sculpture Park. The main issue and solution we focused on is balancing the relationship between humans and Nature through design communication method. Our proposal is a sound art sculpture as a way provoking the meaning of friendship between humans and Nature. We collected eco-acoustic data from sensors and transfer them into sonification. We visualized the movements of Nature through our designed sound composition. In the meantime, we create a form depicting a symbolic landscape in Nature to attract birds and visitors coming over. We hope our project can give people an enjoyable moment with Nature and give them a new perspective in terms of a meaningful-long term relationship between humans and Nature.

DESIGNED SONIFICATION



LIGHT PATTERN
Using sound to depict light movement in one day

TEMPERATURE PATTERN
Using sound to depict temperature movement in one day

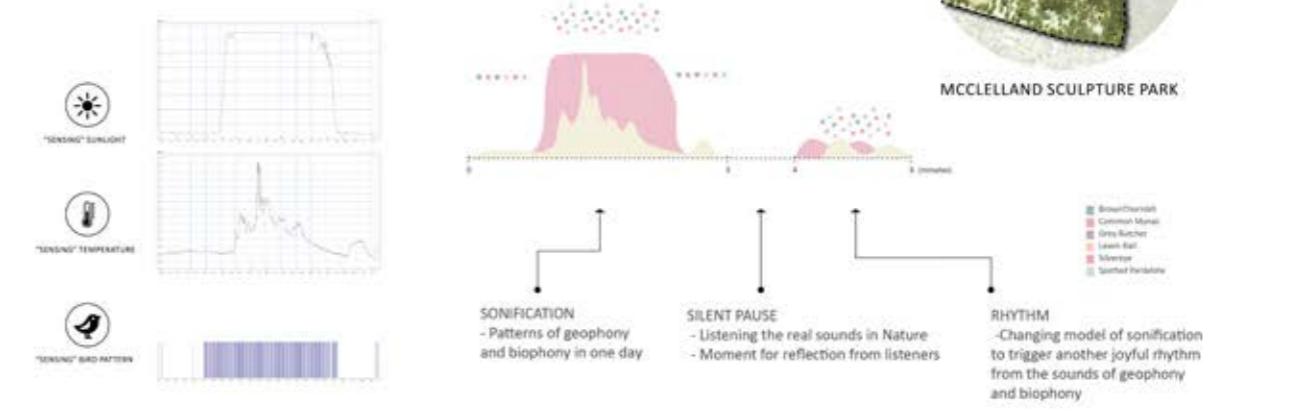
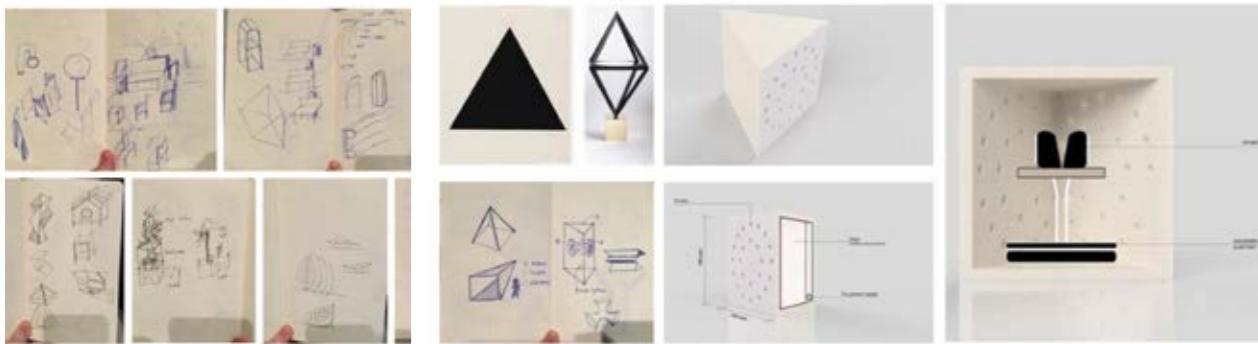


Fig Poster for 'Nature Symphony' (Groupwork: Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang)

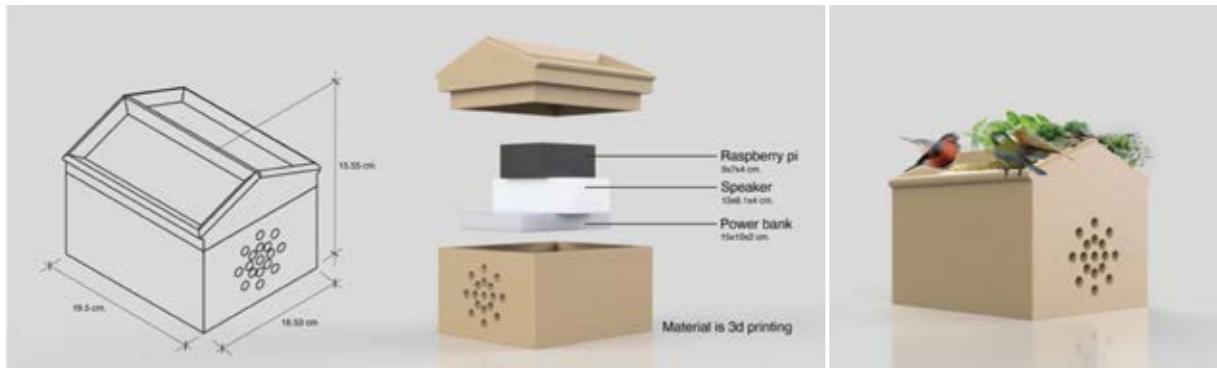
DESIGN DEVELOPMENT

Design developments

■ ITERATION 01: 'SYMBOLIC CONNECTIONS'



■ ITERATION 02: 'BIRD HOUSE'



■ CONTEXT POSITIONINGS



■ CHOSEN LOCATION

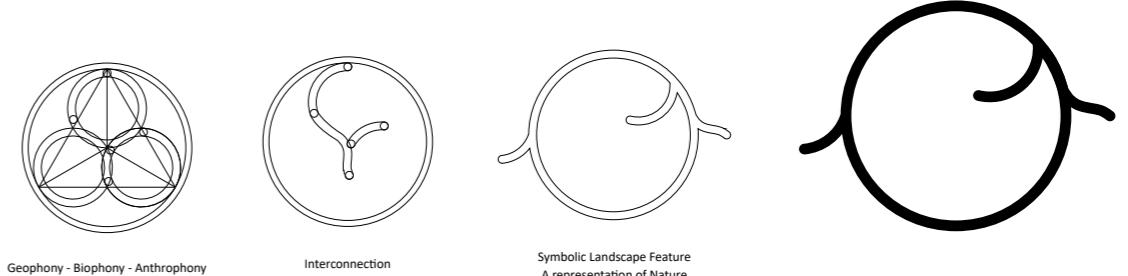


■ USER SCENARIO



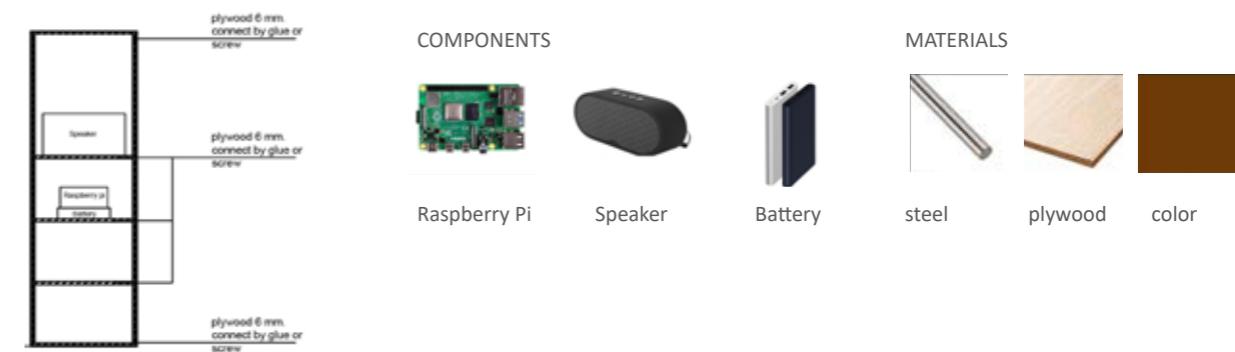
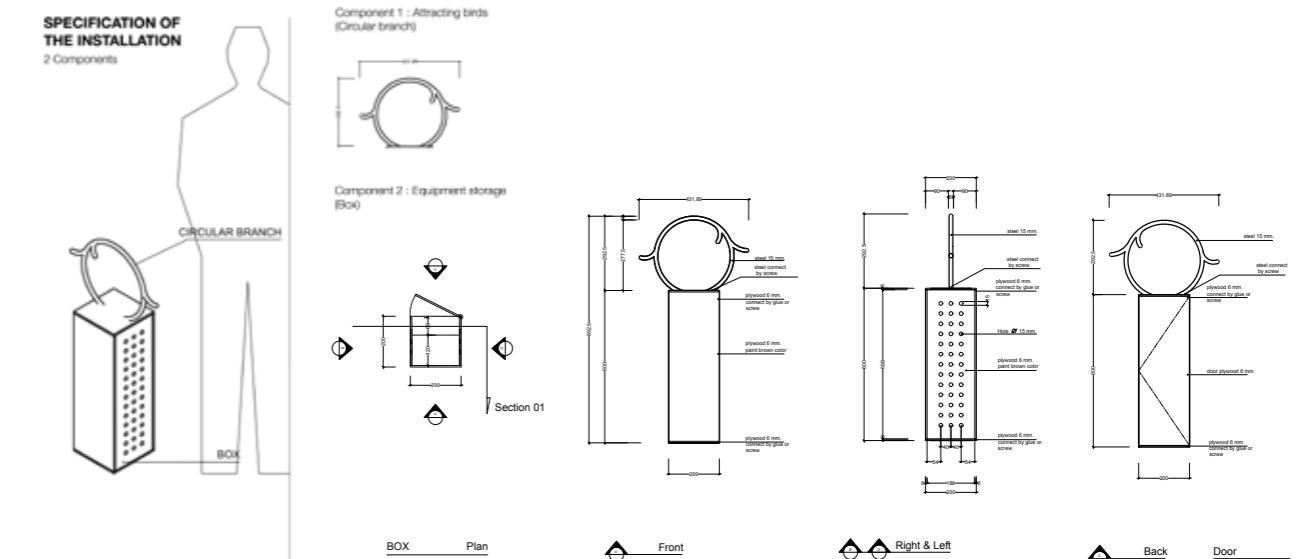
DESIGN OUTCOME

Final form and designed components

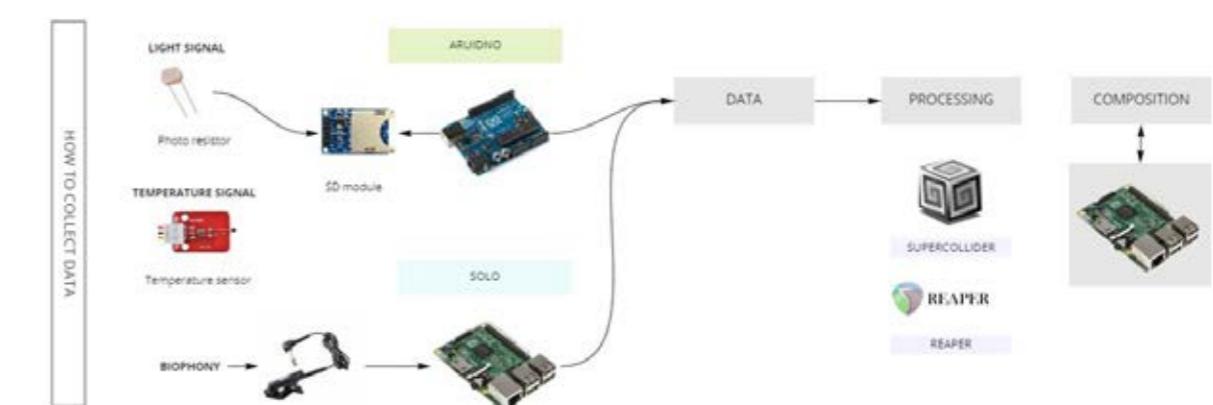


NATURE SYMPHONY

New perspective. New reconnection



■ BACKGROUND PROCESSES FOR COLLECTING ECO-ACOUSTIC SIGNALS IN NATURAL ENVIRONMENT



2014 - 2016: REVIEW URBAN DESIGN METHODS

(Bachelor Urban Design)

Time Name of projects

2015 Thanh Da peninsula: Spatial armature analysis

2016 Bai Say-Kim Bien, District 5, HCMC

2017 Understanding neighborhoods - Nguyen Hue blvd, D.1, HCMC

2017 Design Affordable Housing Typology

2015 - 2021 Activities

METHOD: GRAPHIC & MAPPINGS

Thanh Da peninsula: Spatial armature analysis

Dec, 2016

Thanh Da peninsula located in ward , Binh Thanh district, HCMC, Vietnam.

In this project, the team investigated the logic sequence in the emergence of human settlement in Thanh Da peninsula. Spatial armature is presented as the primary approach for this investigation.

By using collage-making, we speculated the inter-connections between the existing elements: housing typology, infrastructure conditions, network of roads and river, social-economic activites.

Further, we expanded our understanding the characteristic of Thanh Da in details, aiming for understanding the 'spatial armature' of the site: how natural and built environments influenced to each other; series of historical timeline events and their influences onto land forms... in order to, construct an urban narrative that can potentially be applied for urban design proposal.



ADAPTION OR ISOLATION IS THE BEST SOLUTION FOR THANH DA? - Hung Nguyen

In the past, there was only one street to get into Thanh Da which also is the main street to connect the CBD and Thu Duc district. The main street, though, was not the attracting point for human settlements, but, the canals. This water structure has help to develop the agricultural activity in site. Through timeline of history, the spaces surrounding canals have been occupied for the growth of urbanization which was expanded from the CBD. The street network has also been improved and extended following this changing movement.

Housing typology has changed (from garden housing to row-housing), similarly, economic activities: commercial activities, workers in real estates and factories. Those changes potentially affect the image of Thanh Da in the past where the domains were water-way-structure inter-connected with social-economic of agriculture.

On the other side, there are still a large portion of abandoned land on site await for future development. The existing low-quality in soil conditions and flooding issue has prevented this site from maintaining the agricultural activities in the past. Yet, the instability in land structure (affected by the canals and river) has prevented this site from developing hard infrastructure.

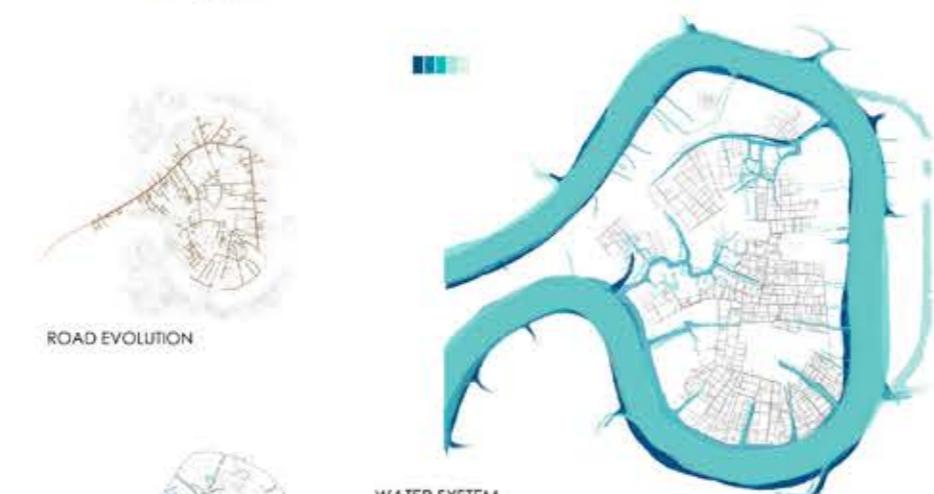
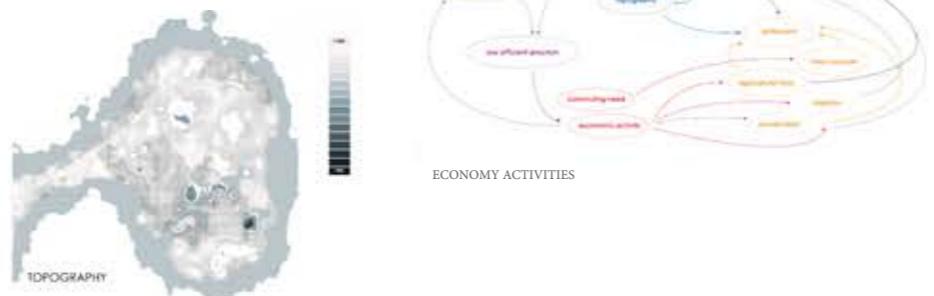
The question is raised on which way: remaining the past image or following the CBD urban development movement is a good vision for Thanh Da; and how we can achieve either vision by addressing those mentioned issues for better solutions at the moment time and in near future.

INVESTIGATING 'SPATIAL ARMATURE' FOR UNDERSTANDING THE STRUCTURE OF HUMAN SETTLEMENTS IN THANH DA

Team: Nguyen Thi My Hung, Nhat Xuan Huynh, Vu Luu Xuan Ha

CONTENTS

1. Context
 - 1.1 Location
2. Definition
 - 2.1 Spatial armature
 - 2.2 Urban armature
3. Spatial armature analysis
 - 3.1 Hub influences
 - 3.2 Linear planar
 - 3.3 Phase 1
 - 3.4 Phase 2
 - 3.5 Phase 3
4. Urban armature analysis
 - 4.1 Phase 4
 - 4.2 Phase 5
 - 4.3 Phase 6
 - 4.4 Urban armature further
 - 4.5 Landscape changing
 - 4.6 Vertical armature
 - 4.7 The role of nature and human in Thanh Da armature
5. Conclusion

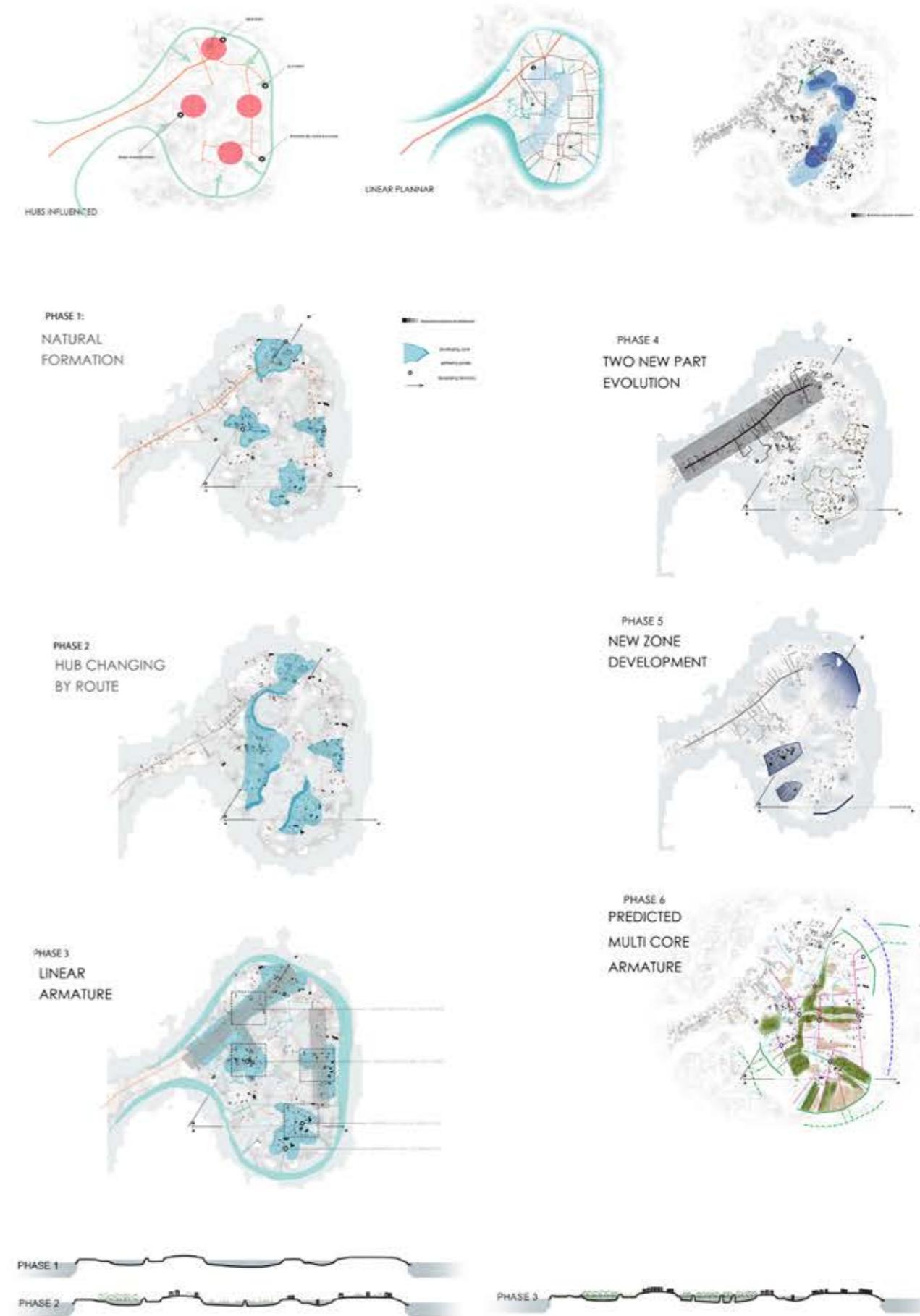


PHASE 1:

The initial element for explaining the natural influence on site is topography and how Saigon river changed the land form through time manifested through topography. The tendency of human settlements is based on two key factors, high topography and nearby clean, well-structured waterfront. There are four main attractors we have found where human settlements initially began from. Those are the old and the new ports, the oldest religious construction (Than temple) and the first water-shed belong to a canal (detached from Saigon river) flowing through the peninsula. (...)



SECTION AA'



SECTION BB'

RESIDENTIAL SITE, REGENERATION

Project: Bai Say-Kim Bien, District 5, HCMC

2016 | Team: Nguyen Manh Quan, Pham Nguyen Thao, Nguyen Thi My Hung

The site was a zone of residential and retail-commercial area located in district 5 which has been known for its identical ethnic minority of 'Chinese-Vietnamese' former residents back in 1900s. The issues of the area include the subtle changings of facade buildings loosing the identity of the site; the environmental of issue of chemical exposure in the canal Bai Say; and the problem of high speed vehicles on new highway of Vo Van Kiet adjacent to this historical site causing conflicts local residents daily activities.

The solutions from the team was to create a strategic planning for site with series of design actions: [1] identifying and preserving numbers of historical housings (facades, religious construction; acknowledging traditional customs of local residents and historical values of existing buildings; [2] using 'landscape urbanism' approach to improve the quality of the canal Bai Say - turning it into a public realm; [3] and finally creating an 'opening sector' on Vo Van Kiet high-way for slowing down vehicles when they cross through this residential zone.

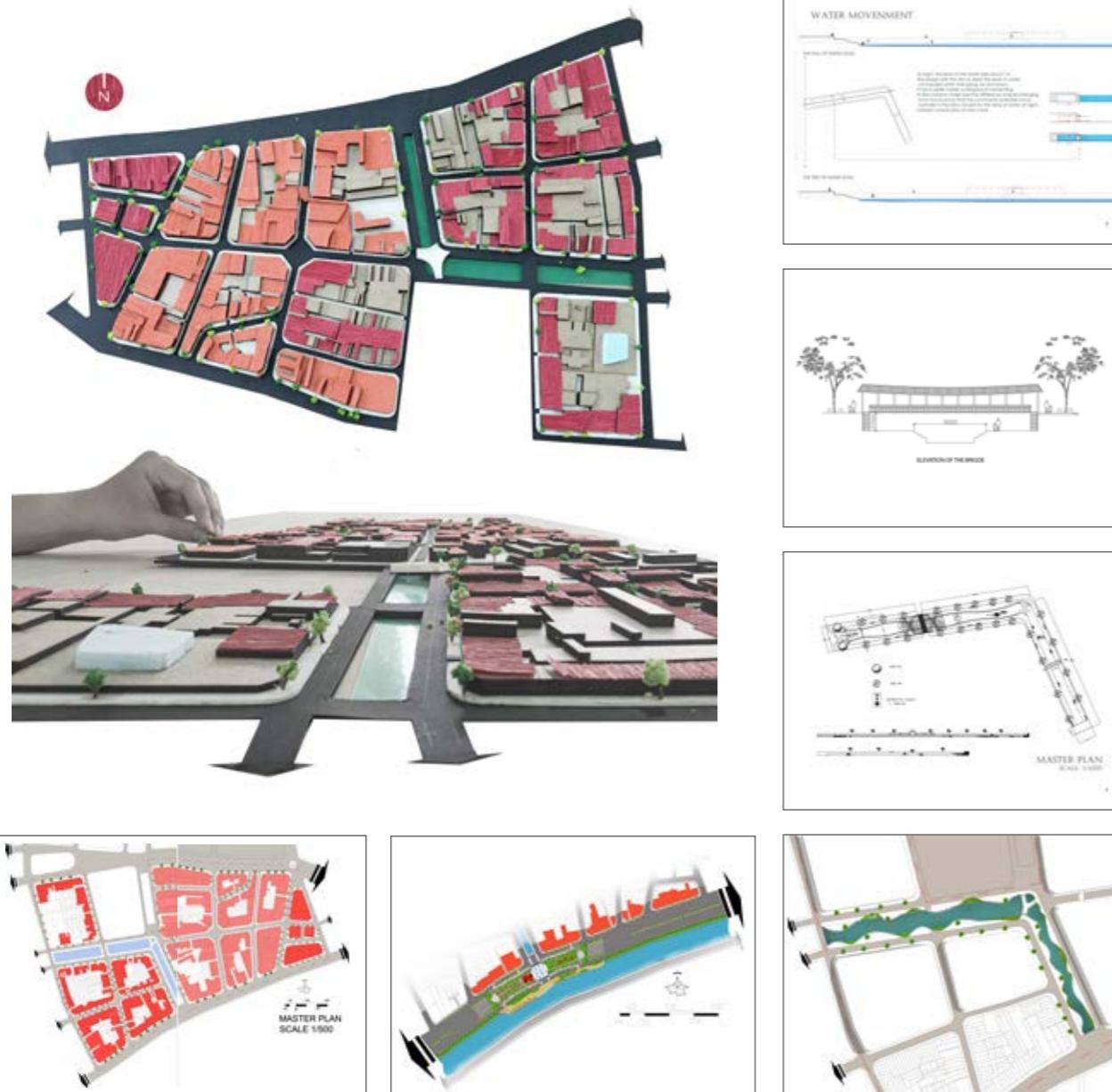


Fig Objectives in design concept. My part in team is to renovate Bai Say Canal as becoming a sustainable public realm

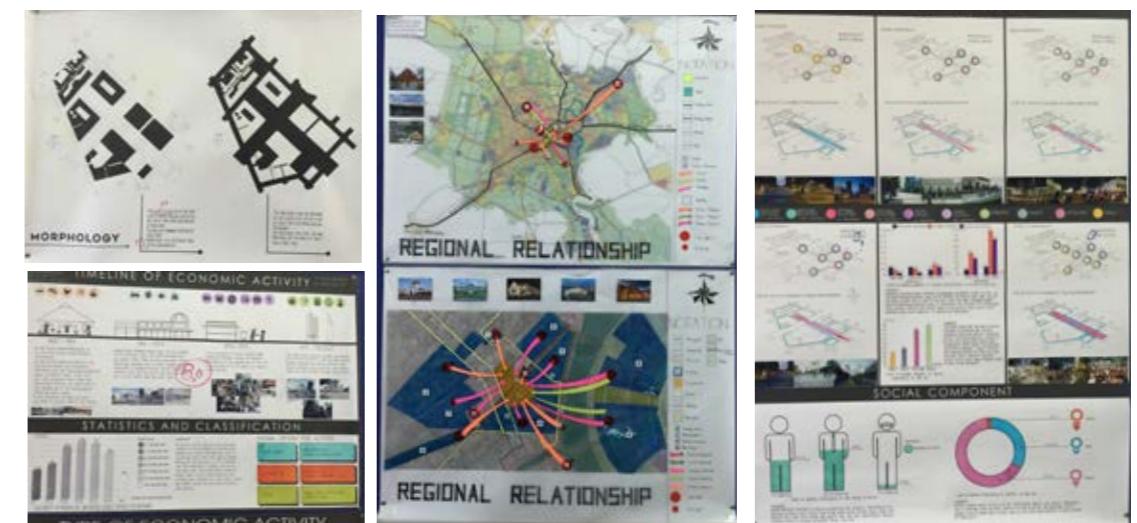
PUBLIC SPACE REDESIGN

Project: Understanding neighborhoods - Nguyen Hue blvd, D.1, HCMC

2015 | Thao Pham, Tho Nguyen, Xuan Huynh, Hung Nguyen,

A series of group and individual works for understanding neighborhoods in district 1, HCMC, in specific areas surrounding Nguyen Hue boulevard.

Most of works have been done by hand and fieldtrips: sketching, collaging, model making, image and video records, and presentations.



HOUSING TYPOLOGY

DESIGN AFFORDABLE HOUSING TYPOLOGY

Dec, 2016

The project focused on designing an affordable housing typology in apartment for low-income families. The idea is to bring the best natural quality of sunlight and wind into living space.

Main focus is facade, with series of small 'windows'. The arrangement of functional spaces aims for enhancing the atmospheric experience in the common spaces, in day and night time.

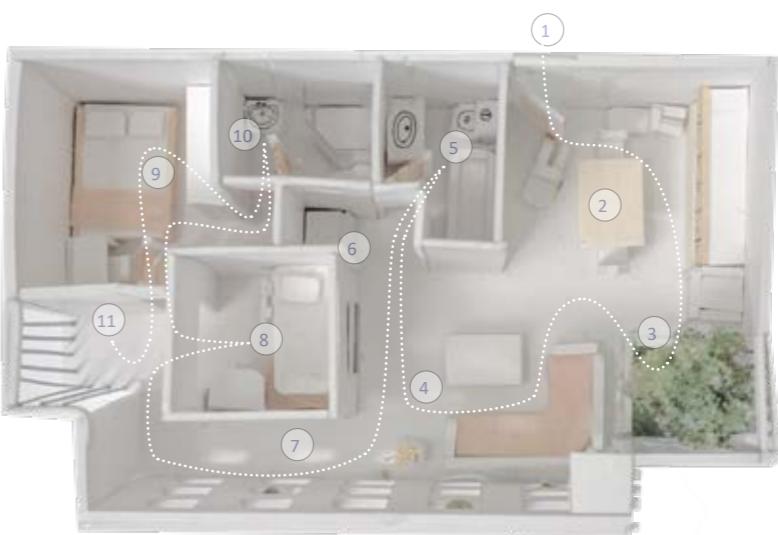
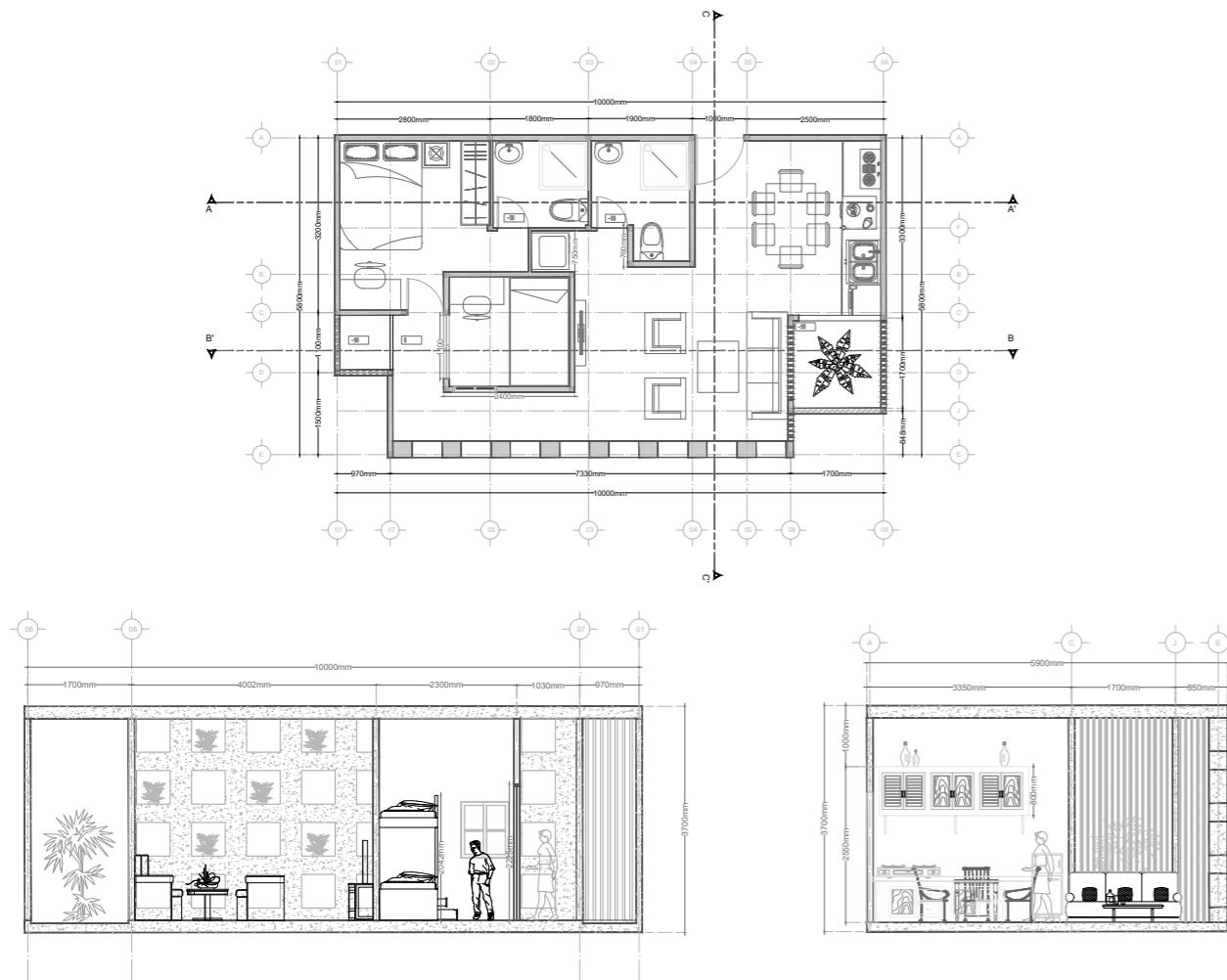
At night, the reverse effect of this typology creates a unique facade for the whole building, still it preserves privacy for occupants living inside.

In common space such as kitchen, a small garden is added at the corner as an internal viewpoint between dining and living spaces.

The rest of the flat is divided into functions:

- 1 master bedroom (with private bathroom) - 20.3 m²
 - 1 bedroom for two children - 5.24 m²
 - 1 common space (kitchen + living + dining sectors) 31m²
- Total: 60.3 m²

The housing typology is suitable for a new family who has 4 members in total. The total area is limited within the range of 55-60 m² for affordable price, in best quality of natural sunlight and wind ventilation.



LEGEND

- 1. entrance door
- 2. kitchen
- 3. indoor plant (a garden corner)
- 4. living room
- 5. shared WC
- 6. laundry
- 7. hallway (+ sunlight facade)
- 8. children bedroom (2 floor)
- 9. master bedroom
- 10. private WC
- 11. ventilation corner



ACTIVITIES

2017,
'City Space and City Life A comparison
between Bangkok City and Ho Chi
Minh City' workshop

Montfort del Rosario School of
Architecture and Design (AAU) &
University of Architecture Ho Chi Minh
City (UAH)



2018, 'Redefining Agro-Forest
Settlement Development In
Dalat Urban Fringe - Urban/Rural
Development In Mountainous
Region' Workshop -

KU LEAVEN & UAH



2020, Visiting McClelland Sculpture
Park and Gallery for art installations

MDIT & McClelland Gallery



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