

PORTFOLIO
2023 - 2018

MY-HUNG NGUYEN

Postgraduate fresher & junior designer

**bachelor of
urban design**

Ho Chi Minh Univeristy of Architecture
HCMC, VN 2018

**master of
design, innovation & technology**

Royal Melbourne Institute of Technology
MEL, AU 2021

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

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, 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

Institute: RMIT, School of design, MDIT program

Apr, 2019 Project assistant

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

Company: Landmarks Ltd
39 Ben Van Don, Ward 6, District 4, Ho Chi Minh City, Viet Nam

May, 2019 Project assistant

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

Company: Group GSA
Level 9, 117 Nguyen CuuVan, Ward 17, Binh Thanh District, Ho Chi Minh

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, 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

AutoCAD;
Sketchup;
Lumion;
Adobe Suites (Ps, Ai, Id)

Softwares - Intermediate

Rhino/ Grassopher
Fusion 360
Cinema 4D
Arduino IDE
Reaper
Supercollider
Eagle
Node-RED

Evaluation

/ strengths

/ weaknesses

- Critical thinking & analytical skill;
Design research, refined judgments & observation

- English vocal communication
*Gradually improved.
English writing is proficient.*

- Content writing & edition;
Publications, Design narrations, Design philosophy

- 3D visualization
Gradually improved by engagement in topic-related projects in latest 2022-2023

- Multidisciplinary & urban design thinking
*Connecting disciplines towards specific systematic model for design strategy, procedure & management;
Refining existing structure/ model for better performance;*

- Parameter - oriented design thinking
*Architectural-Engineering skillset is limited.
Gradually improved by engagement in topic-related projects in latest 2022-2023*

Languages

Vietnamese (Native language)
English (Proficient)

Interests

- Sport/Tennis
- Creative writings

PROFESSIONAL ACTIVITIES

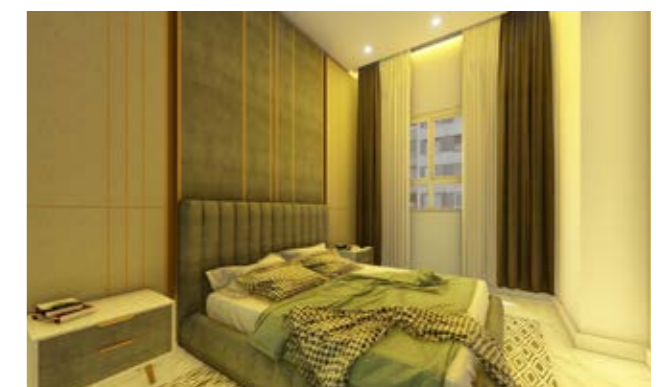
- 2023 Architectural designer
Project: Interior design for Topaz city apartment unit
Location: Ho Chi Minh City, Vietnam
- 2022 Architectural designer
Project: Civic housing
Location: Ben Tre province, Vietnam
- 2022 Intern
Project: FPT Software Campus Quy Nhon 1.500 planning
Location: Quy Nhon Province, 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

2023

Architectural designer

Project: Interior design for Topaz city apartment unit

Location: Ho Chi Minh City, Vietnam



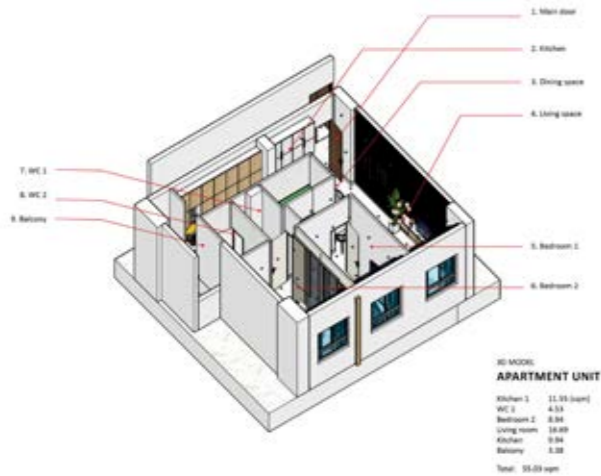
MY ROLE IN TEAM:

Assisting lead architect to prepare blueprints, including:

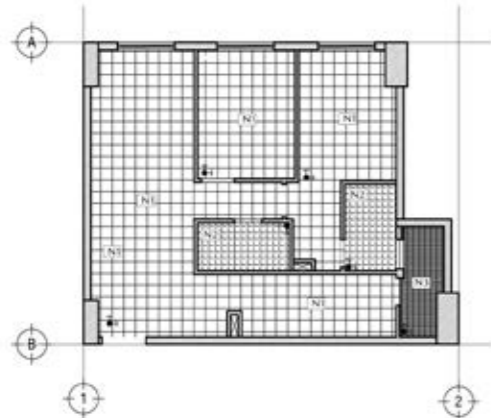
- Tile plans, Ceiling, Electrical, Lightning, Power plans, Furniture construction documents & 3D visualizations for interior design in one unit apartment at Topaz City Buildings, district 8, HCMC, VN.

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

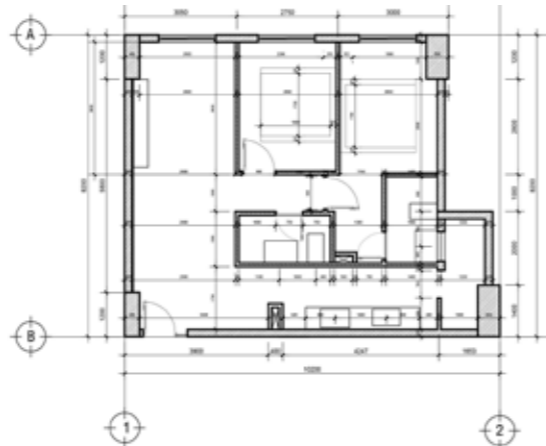
<https://www.myhungnguyen.com/project/topaz-city-apartment-unit/>



PLAN SCALE 1/100
FURNITURE ARRANGEMENTS



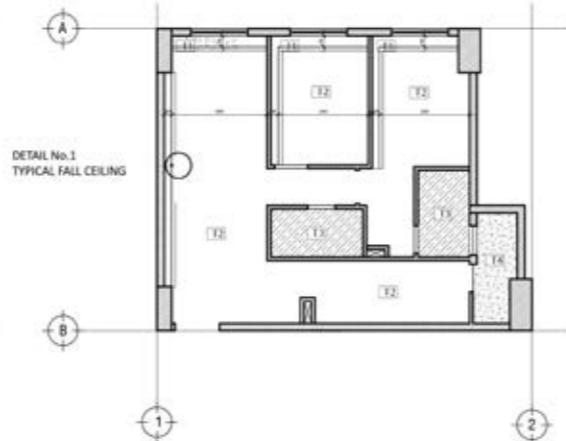
PLAN
FLOOR PLAN



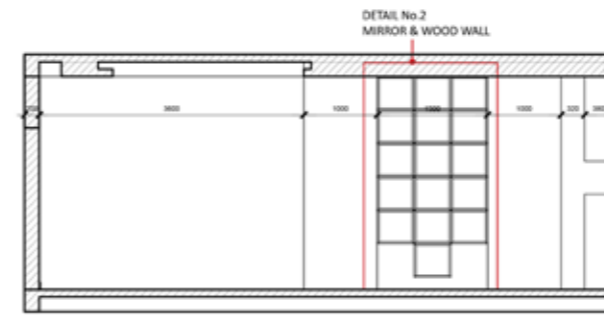
PLAN SCALE 1/100
FURNITURE ARRANGEMENTS/ DIMENSIONS



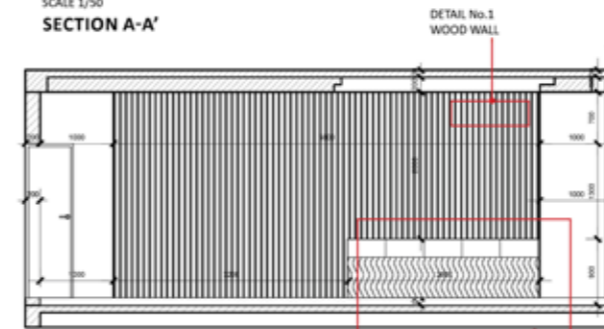
PLAN SCALE 1/100
CEILING



PLAN SCALE 1/100
CEILING DIMENSIONS



SCALE 1/50
SECTION A-A'



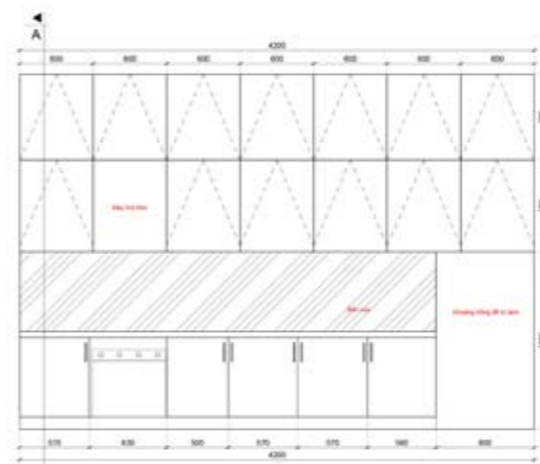
SCALE 1/50
SECTION B-B'



SECTION MAP



SCALE 1/30
KITCHEN CANINBET NO.1 PLAN



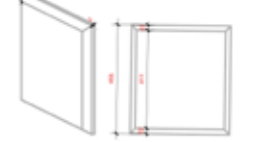
SCALE 1/30
KITCHEN CANINBET NO.1 ELEVATION

DETAIL No.1
WOOD WALL



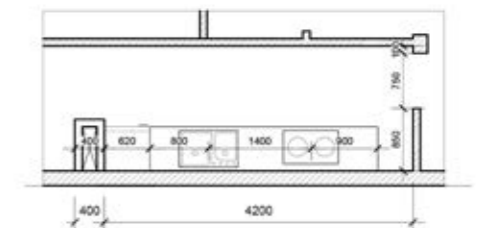
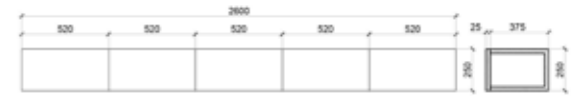
DIMENSION SINGLE WOOD SLATE:
30 X 20 X 2500 (mm)
NUMBER OF WOOD SLATS: 145
TYPE: WATERPROOF WOOD
COLOR: CLIENT PREFERENCE

DETAIL No.2
MIRROR & WOOD WALL



DIMENSION SINGLE PLATE:
455 X455 X 10 (mm)
NUMBER OF PLATES: 16
+ MIRROR PLATES: 7
+ WOOD PLATES: 9
TYPE MAERTIALS: WOOD & MIRROR

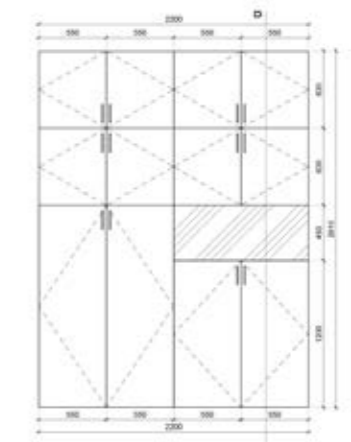
DETAIL No.3
TV CABINET



KITCHEN PLAN



SCALE 1/30
SECTION A-A'

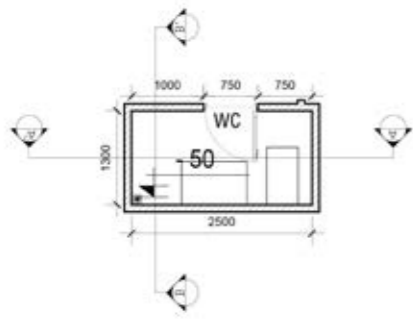


SCALE 1/30
SECTION B-B'

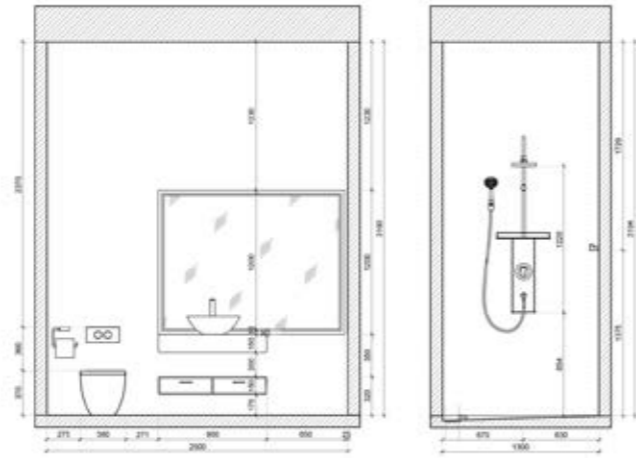


SCALE 1/30
SECTION B-B'

DETAIL NO.4
WC FURNITURES

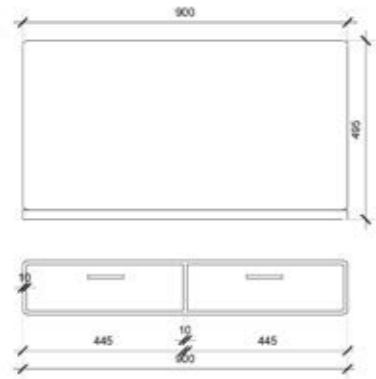


WC PLAN



SCALE 1/30
SECTION A-A'

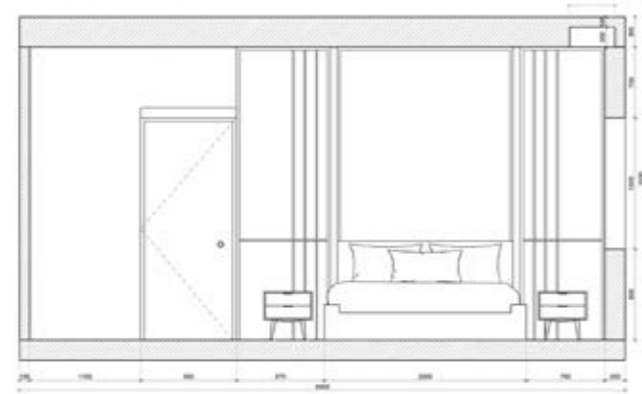
SCALE 1/30
SECTION B-B'



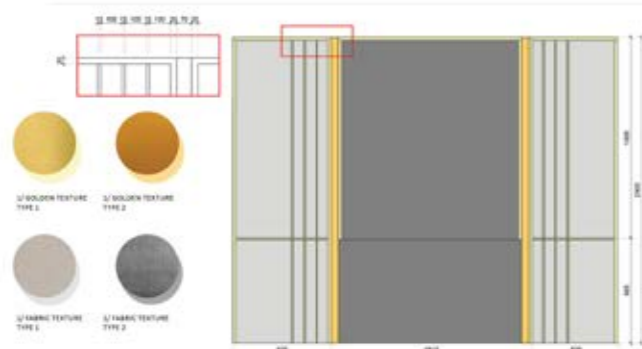
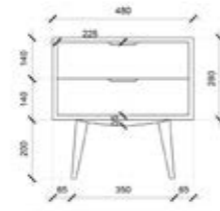
SCALE 1/10
WC CABINET



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

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

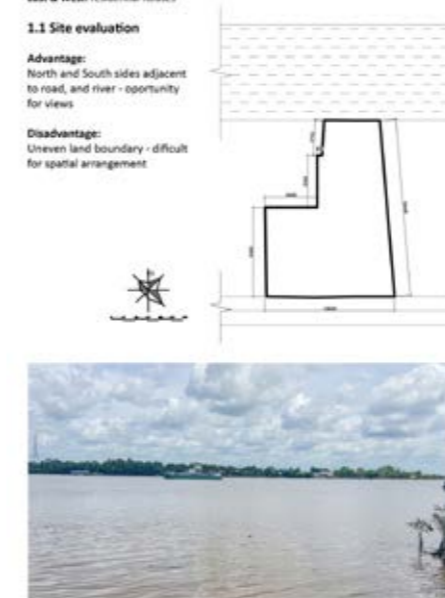
Location: Tan Thach commune, Chau Thanh district, Ben Tre province, Vietnam
Area : 50 sqm

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



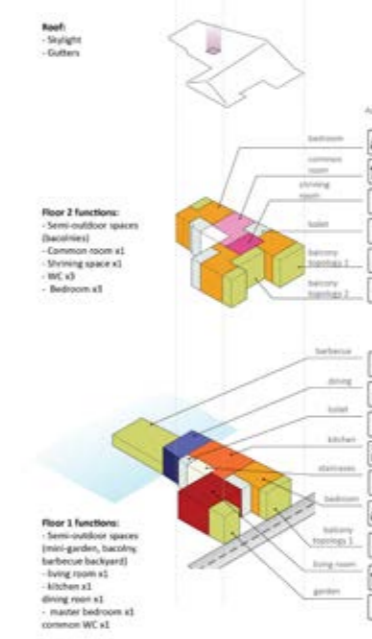
3. CONCEPTUAL ANALYSIS

3.1 Floors and Functional spaces

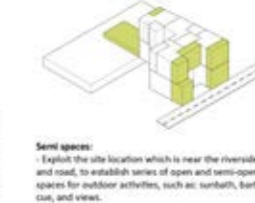
Roof:
- Skylight
- Gutters

Floor 2 functions:
- Semi-outdoor spaces (barbecue)
- Common room x1
- Shining space x1
- WC x1
- Bedroom x1

Floor 1 functions:
- Semi-outdoor spaces (pool garden, back yard, barbecue backyard)
- Living room x1
- Kitchen x1
- Dining room x1
- master bedroom x1
- common WC x1



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, praying space and the common balcony

Floor 3 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.

3.3 Creative color tones



The interplay of 2 tones of colors white and blue proposes the 'inside-out' effect (check Fig.8), 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 resonance between exterior zone (living and interior tone) [blue] intrigues attraction.

The inner white tone is restricted to functional spaces such as: kitchen, dining, common room and hallway, creating a calming effect following the atmosphere triggered by the interior design concept including the neo-classical style of architecture.



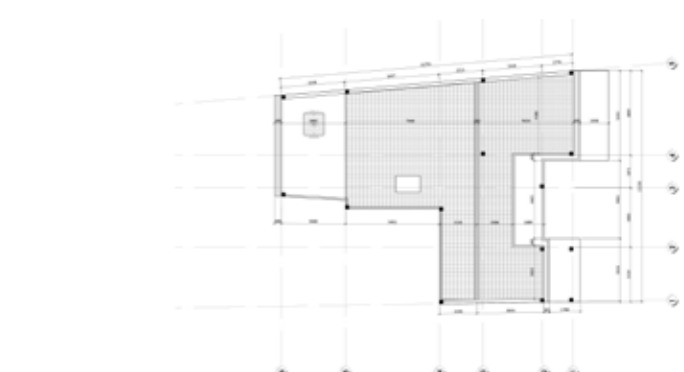
SCALE 1/200 FLOOR PLAN 1



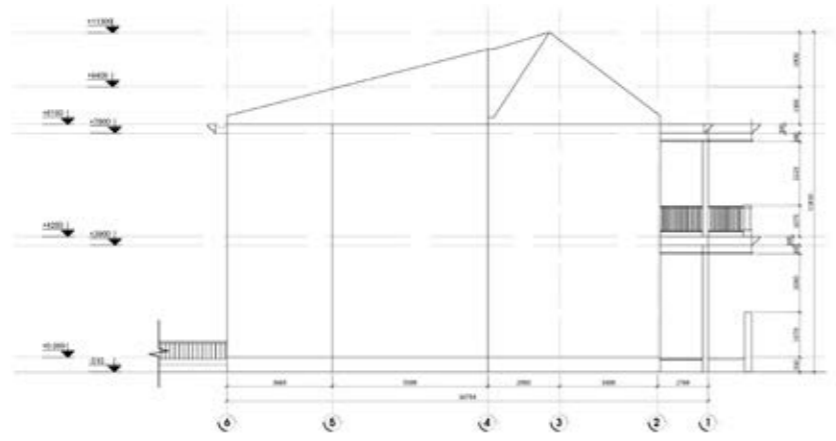
SCALE 1/200 FLOOR PLAN 1/ DIMENSIONS



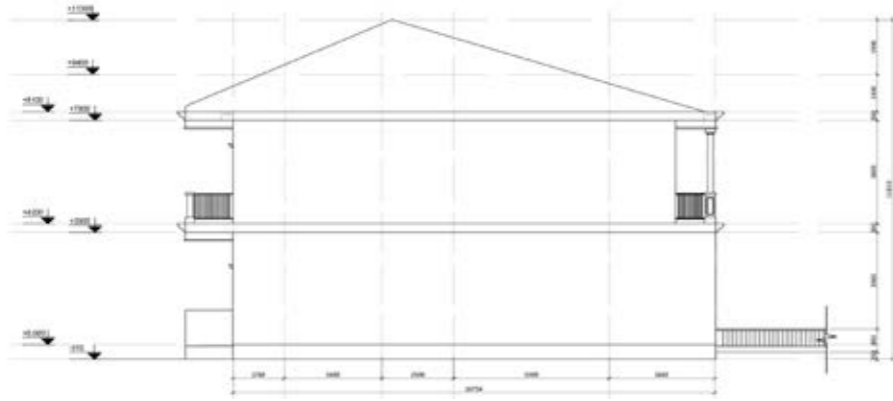
SCALE 1/200 ROOF/ DIMENSIONS



SCALE 1/200 ROOF/ DIMENSIONS



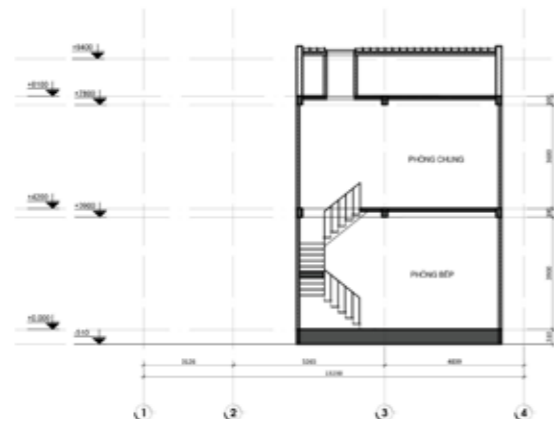
SCALE 1/120
ELEVATION SIDE 6-1



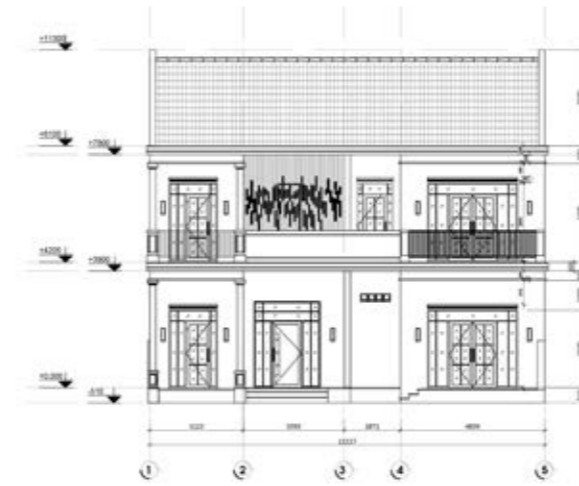
SCALE 1/120
ELEVATION SIDE 1



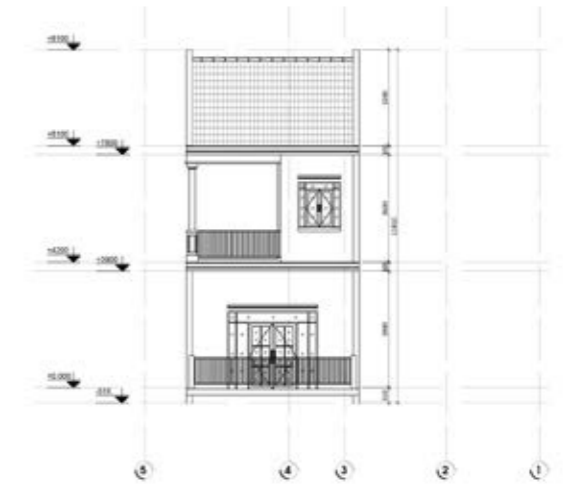
SCALE 1/120
SECTION 1-6



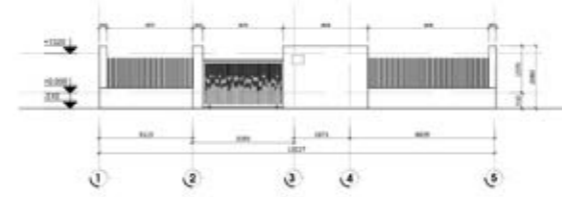
SCALE 1/120
SECTION 1-4



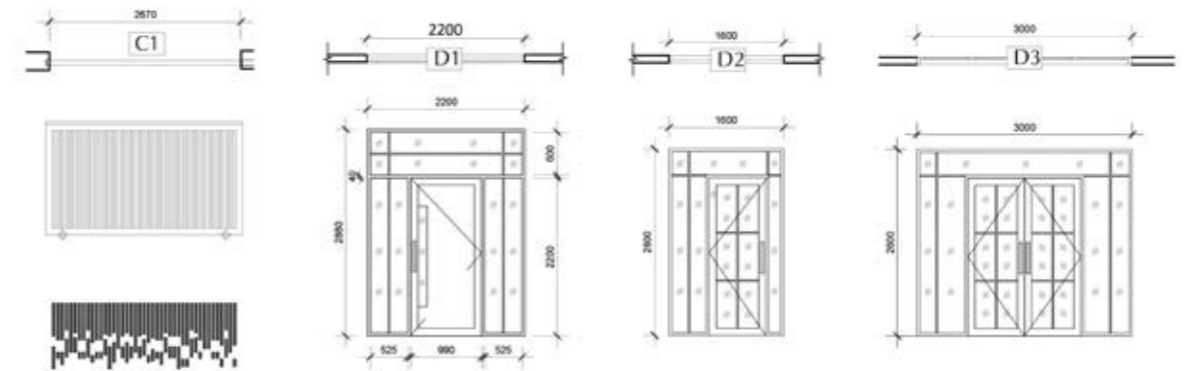
SCALE 1/120
ELEVATION-FRONT (WITHOUT GATE)



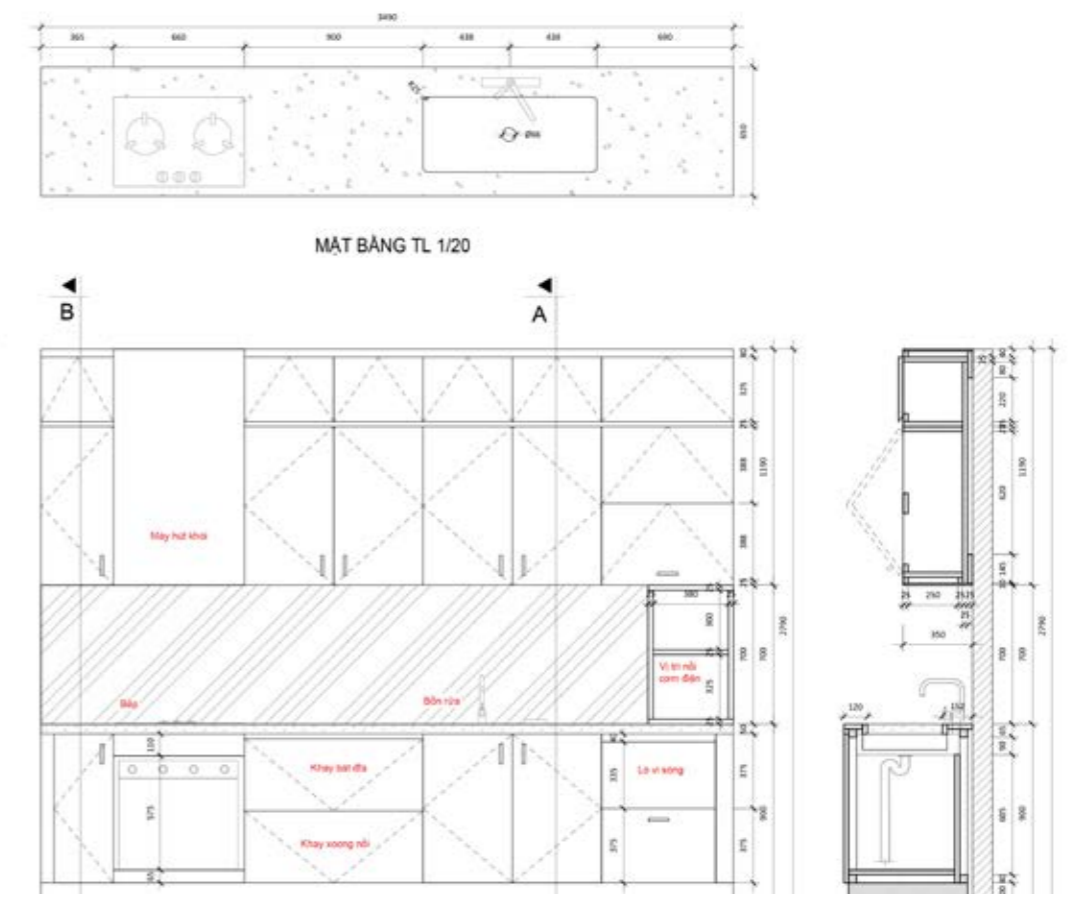
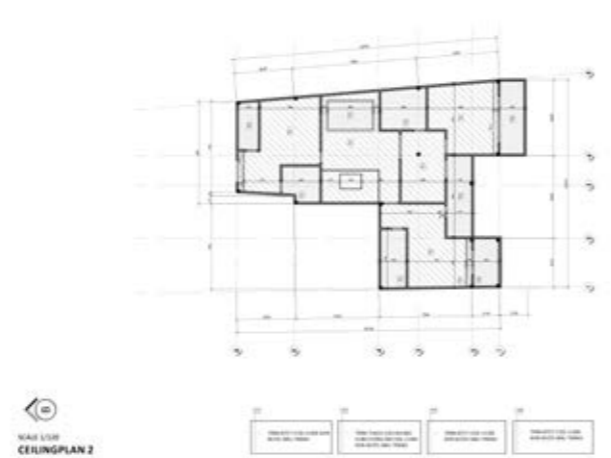
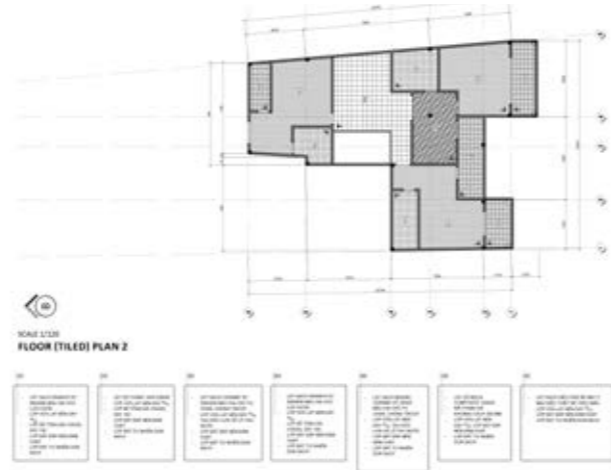
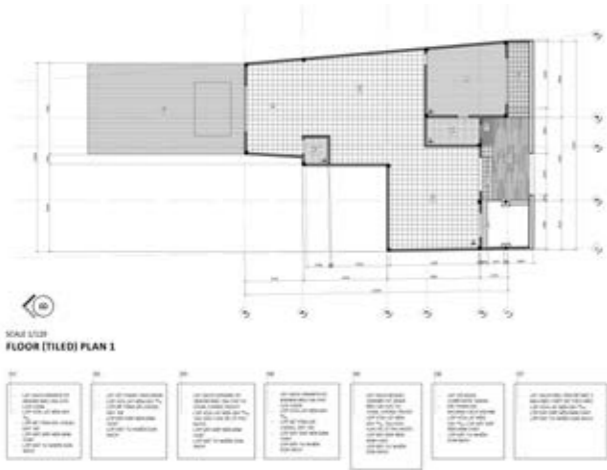
SCALE 1/120
ELEVATION-BACK



SCALE 1/120
ELEVATION GATE



SCALE 1/50
DETAIL/ DOORS & WINDOWS

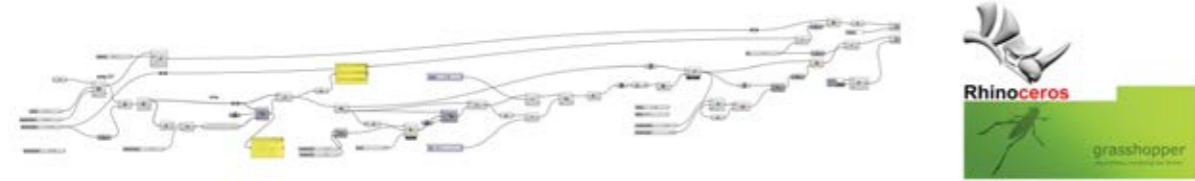


2022

Intern

Project: FPT Software Campus Quy Nhon 1.500 planning

Location: Quy Nhon Province, VN



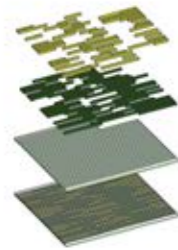
Rhino/Grasshopper for facade iterations



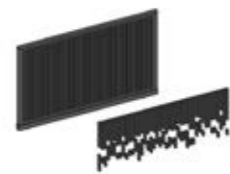
Installation's location

Iteration 1

Iteration 2



Other application: pavement design



Other application: gate pattern

EXPERIMENTATIONS, ITERATIONS, INFORMATION MANAGEMENT
DESIGN PROCESS & METHODOLOGY

Method 1: Folder preparation



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-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

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~~

INFORMATION MANAGEMENT
METHODOLOGY



© FPT Software

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;

F-CAMPUS QUY NHƠN
 TỜ HỢP TRƯNG TẦM NGHIÊN CỨU, SẢN XUẤT & ĐÀO TẠO CHUYÊN GIA CÔNG NGHỆ FPT SOFTWARE
 FPT SOFTWARE CAMPUS QUY NHƠN
 PRELIMINARY CONCEPT DESIGN | OCTOBER 2022

1 2 3 4 5
 GIỚI THIỆU CHUNG
 INTRODUCTION

SƠ ĐỒ LIÊN HỆ VÙNG
 Sân bay Airport
 Cảng du lịch chuyên dụng Tourism specialized port
 Đô thị hạt nhân Dynamic city
 Đô thị loại 1 City
 Đô thị các loại 2, 3, 4, 5 Town

QUY HOÀ thuộc thành phố đô thị loại 1 của tỉnh Quy Nhơn, là một thành phố lớn ven biển vùng duyên hải Nam Trung Bộ, Việt Nam.
 Địa danh Quy Hòa thuộc khu vực 2, phường Ghềnh Ràng, thành phố Quy Nhơn, tỉnh Bình Định, Việt Nam.
 Tổng diện tích khu đất nghiên cứu: **242ha** (Dự án khu đô thị Nghiên cứu khoa học)
 Tổng diện tích khu đất xây dựng: **16.3ha** (Dự án FPT Campus Quy Nhơn)
 Hiện trạng khu vực thuộc đất tương nằm trong khu vực dân cư, thương mại hiện hữu.
 Phía Bắc giáp với núi Xuân Vân
 Phía Tây giáp với Hòn Đồi, núi Vũng Chùa
 Phía Đông giáp với biển Đông
 Phía Nam giáp với quốc lộ 1D, cây cảnh quan

QUY HOÀ belongs to a class 1 urban city of Quy Nhon province, is a large coastal city in the South Central Coast, Vietnam.
 Quy Hoa place is located in zone 2, Ghềnh Ràng ward, Quy Nhon city, Binh Dinh province, Vietnam.
 Total area of research land: **242ha** (Scientific Research Urban Area Project)
 Total construction area: **16.3ha** (FPT Campus Quy Nhon project)
 The current status of the area is within the existing residential and commercial areas.
 The North borders with Xuan Van mountain
 The West borders with Hòn Đồi, Vũng Chùa mountain
 The East borders the East Sea
 The South borders on National Highway 1D, landscaped trees

QUY NHƠN nằm cách Thành phố Hồ Chí Minh 640 km về phía Nam; cách Tp. Buôn Ma Thuột 270 km về phía Tây theo đường Quốc lộ 19; cách thành phố Đà Lạt 340 km về phía Nam theo đường Quốc lộ 1A và QL27C; cách thành phố Nha Trang 210 km về phía Đông-Nam theo đường QL1A.
 Thành phố Quy Nhơn là nơi giao nhau của 3 trục giao thông chiến lược Quốc lộ 1A, Quốc lộ 19 và 27.
 Quy Nhon city is 640 km south of HCMC, 270 km west of Buon Ma Thuot city along the highway 19, 340 km south of DA and 27C Highway, 210 km East-South of Nha Trang along 1A highway.
 Quy Nhon city is the intersection of XXX strategic traffic axes, National Highway 1A, National Highway 19 and 27.

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

PHƯƠNG ÁN THIẾT KẾ
 DESIGN PROPOSAL

DT-KH-01	DOMITORY	200 UNITS	600 KEYS	3 persons per room
OUTDOOR PARKING		666 m2	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05	DOMITORY	500 UNITS	1500 KEYS	3 persons per room
DT-KH-06	DOMITORY	150 UNITS	450 KEYS	3 persons per room
TOTAL ACCOMMODATION		2648 KEYS		

1 TRỤ SỞ CHÍNH CỦA FPT SOFTWARE QUÝ NHƠN
 FPT SOFTWARE HEADQUARTER

2 KHU VỰC HỖN HỢP VĂN PHÒNG & TIỆN ÍCH
 MIX-USED AREA OF OFFICES AND FACILITIES

3 KHU LƯU TRÚ
 ACCOMMODATION
 The area is used for trainees and visitors as families, friends, etc with functions for staying in long terms, short terms and entertainment.

Không gian riêng tư Private realm
 Không gian công cộng Public realm

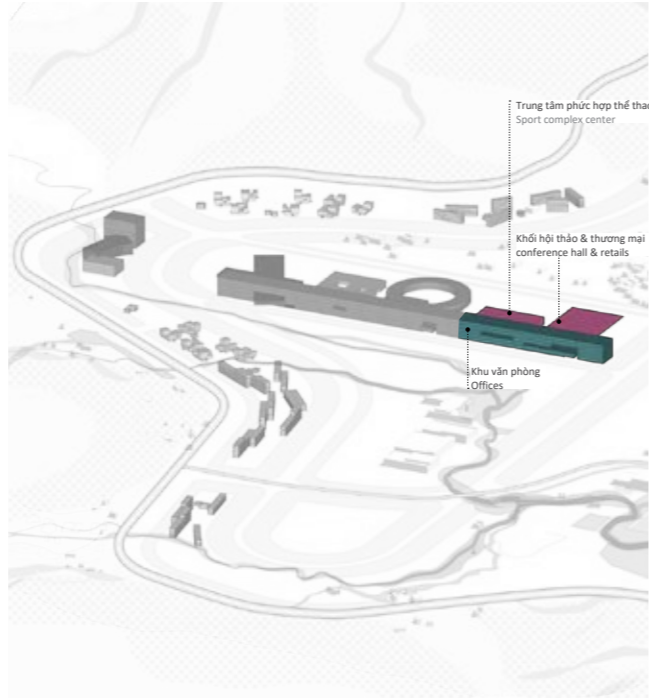
PHASE 2

PHƯƠNG ÁN 1
OPTION 1

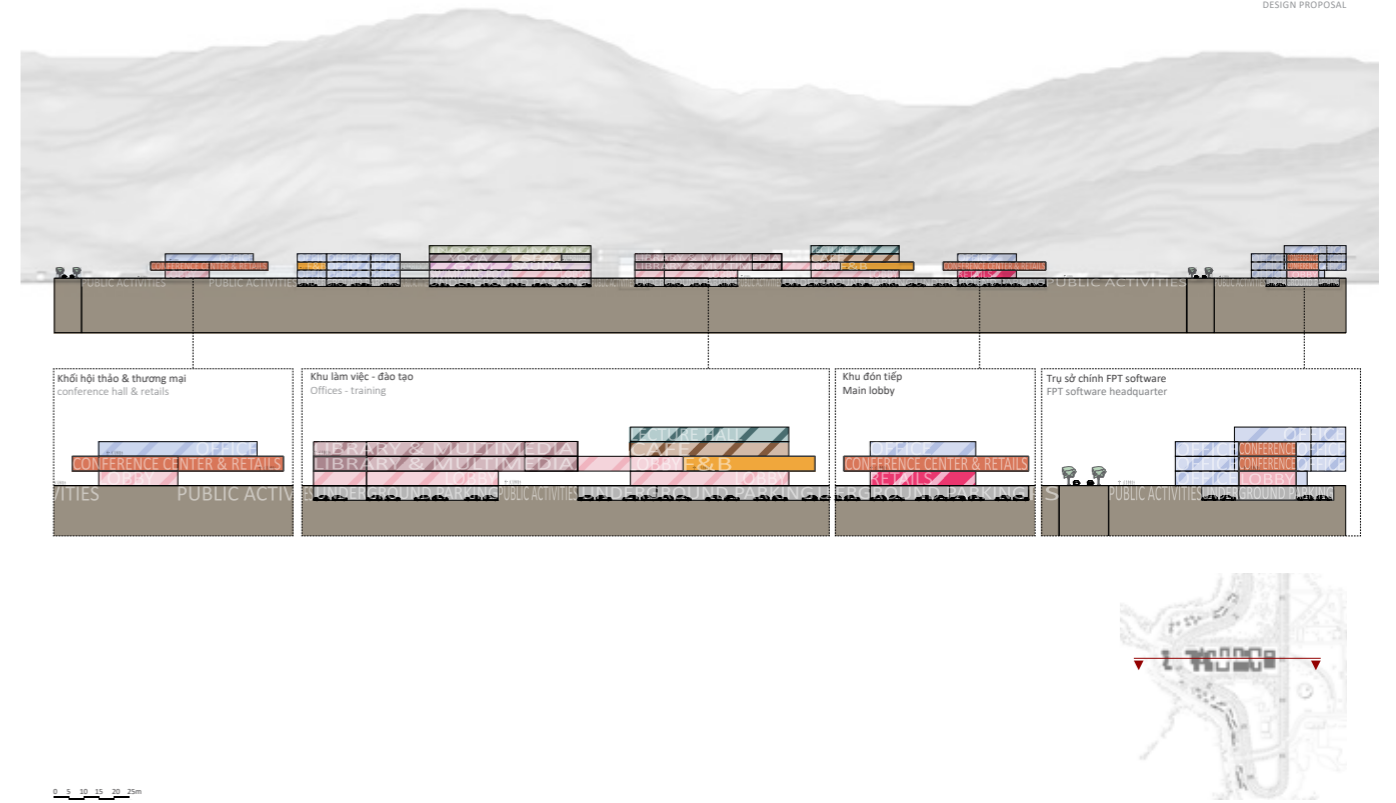


PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

PHƯƠNG ÁN 2
OPTION 2

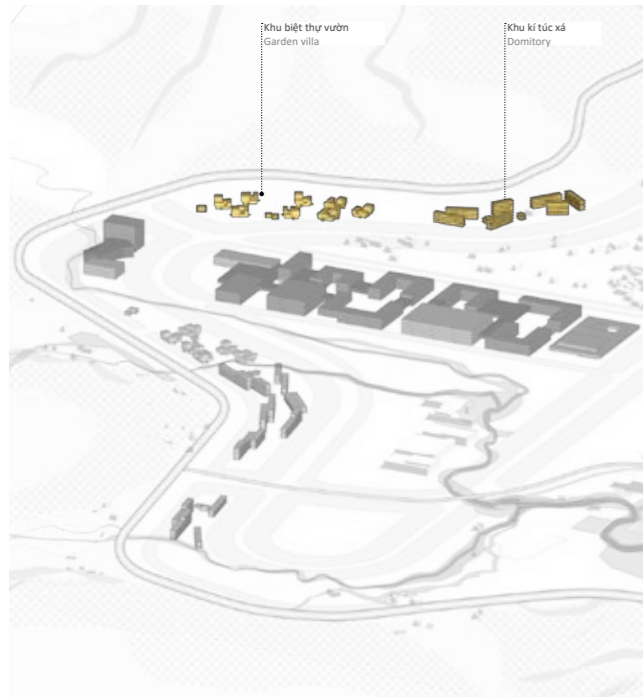


PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL



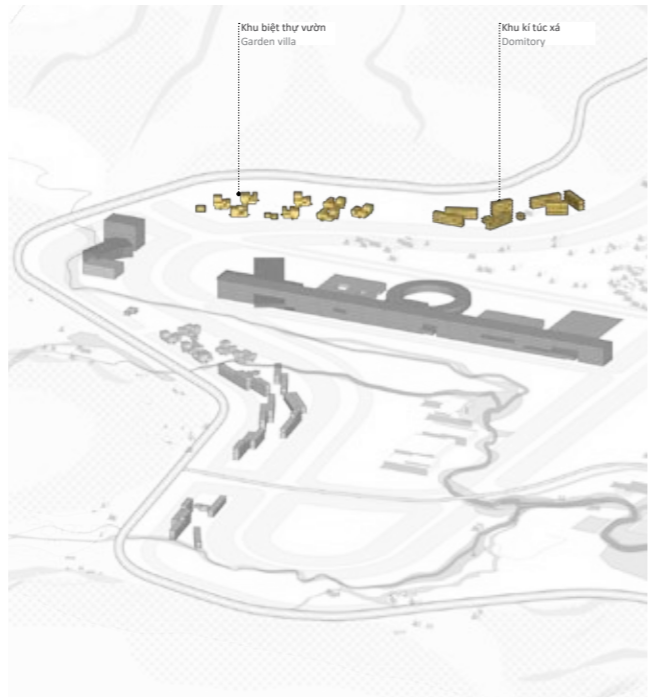
PHASE 3

PHƯƠNG ÁN 1
OPTION 1

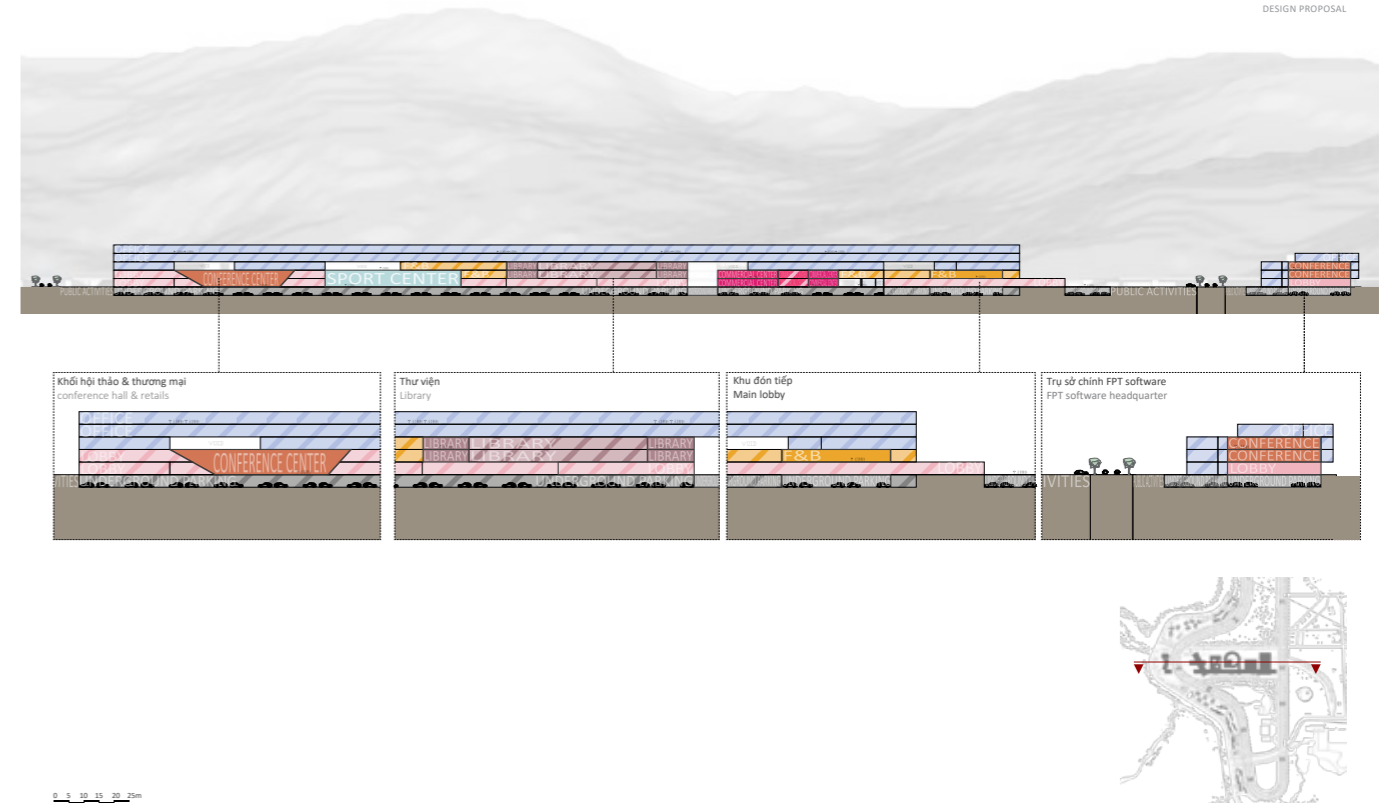


PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

PHƯƠNG ÁN 2
OPTION 2



PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL



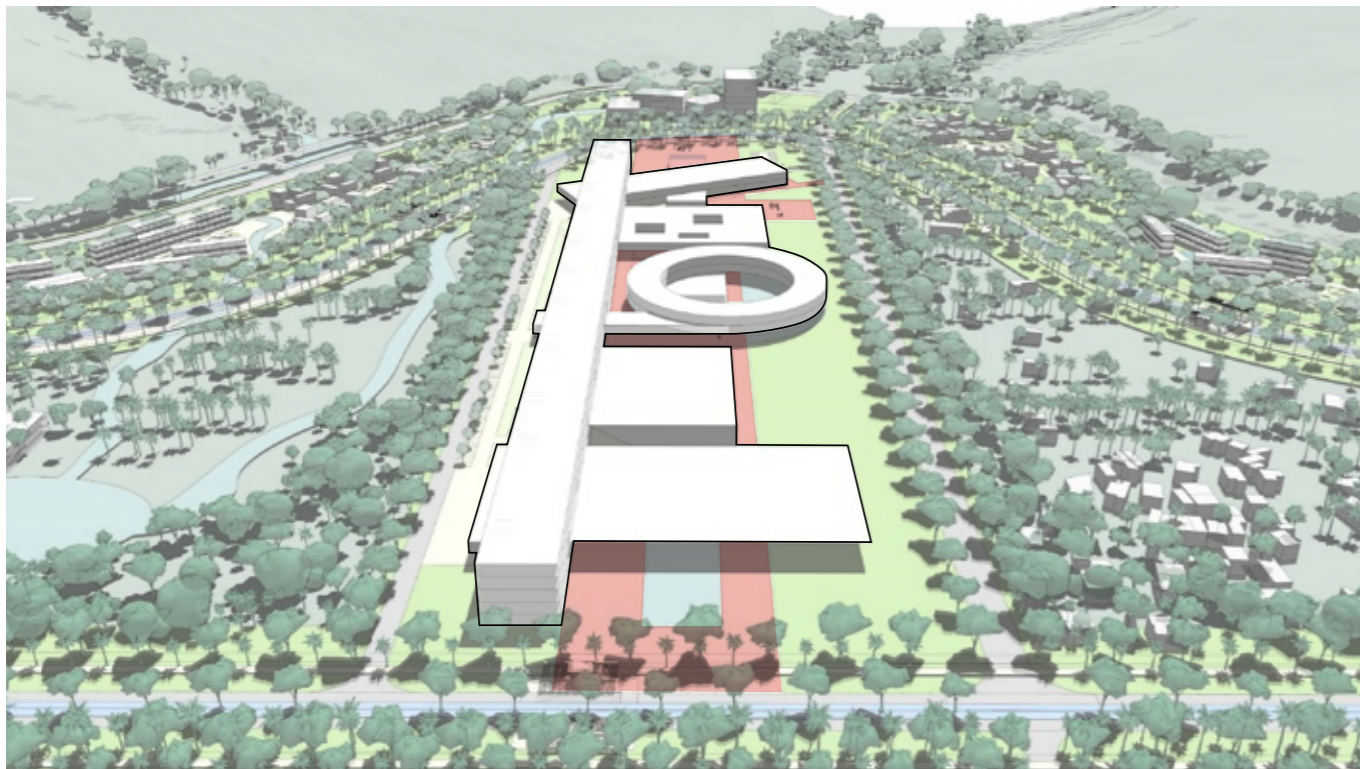
4.1. PHƯƠNG ÁN 1
OPTION 1

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

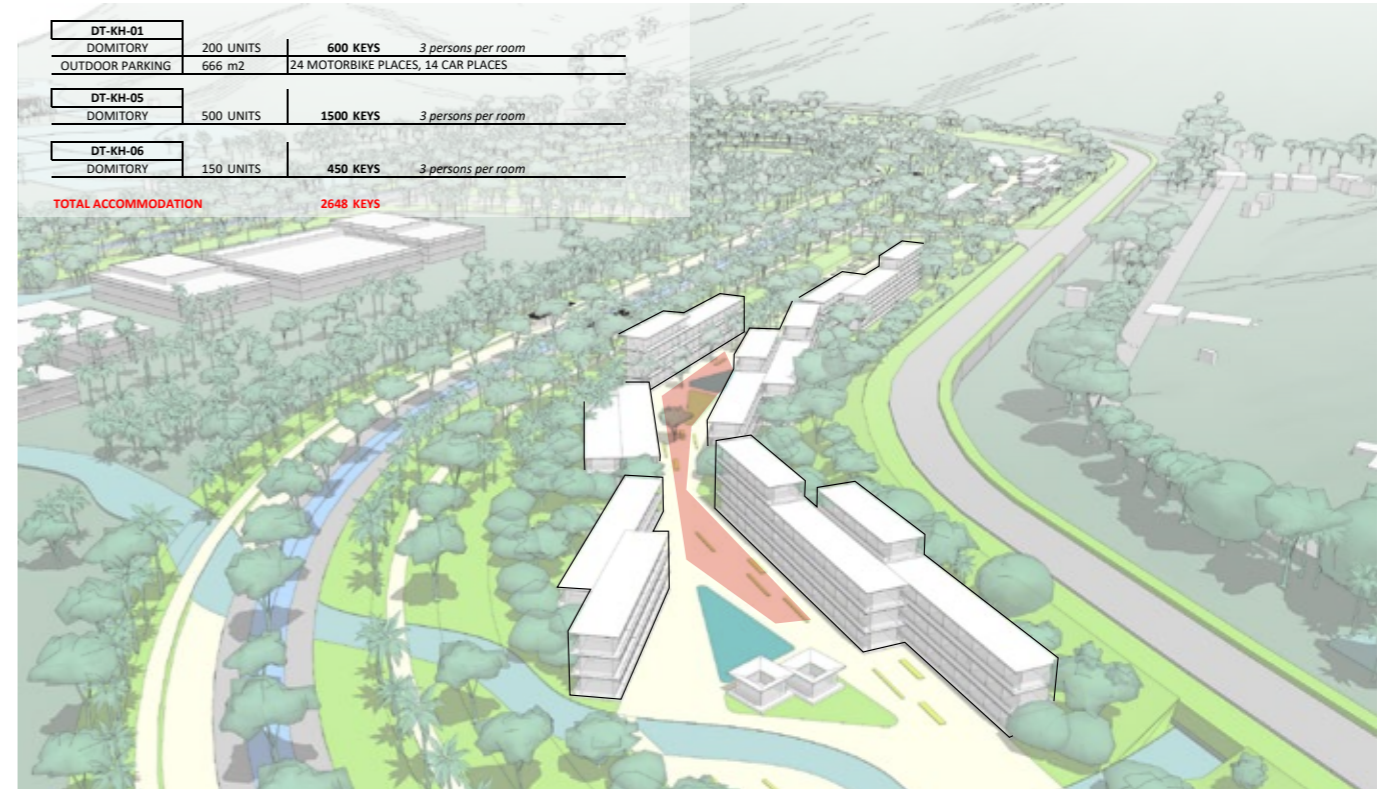
1 2 3 4 5
PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL



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

1 2 3 4 5
PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

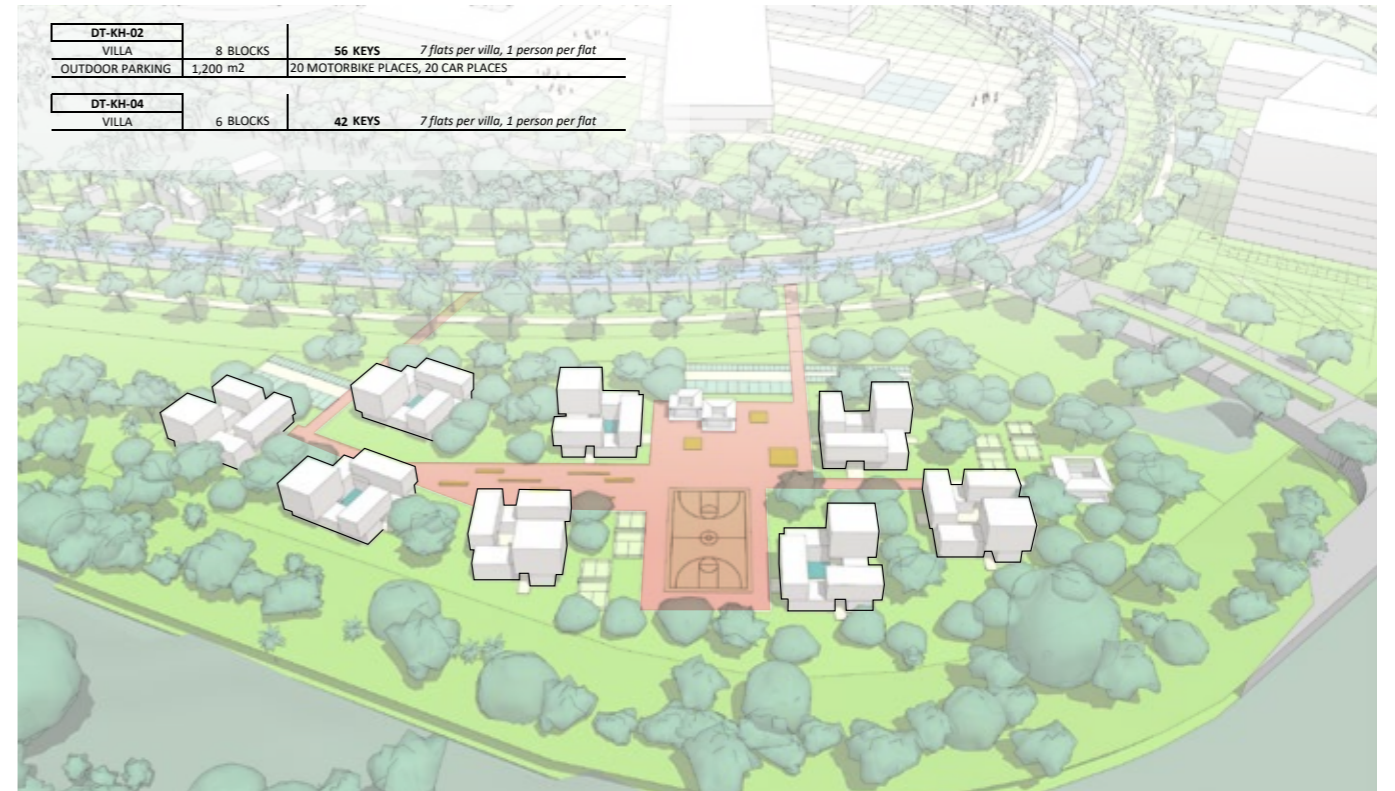
DT-KH-01	DOMITORY	200 UNITS	600 KEYS	3 persons per room
OUTDOOR PARKING		666 m ²	24 MOTORBIKE PLACES, 14 CAR PLACES	
DT-KH-05	DOMITORY	500 UNITS	1500 KEYS	3 persons per room
DT-KH-06	DOMITORY	150 UNITS	450 KEYS	3 persons per room
TOTAL ACCOMMODATION		2648 KEYS		



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

1 2 3 4 5
PHƯƠNG ÁN THIẾT KẾ
DESIGN PROPOSAL

DT-KH-02	VILLA	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	VILLA	6 BLOCKS	42 KEYS	7 flats per villa, 1 person per flat



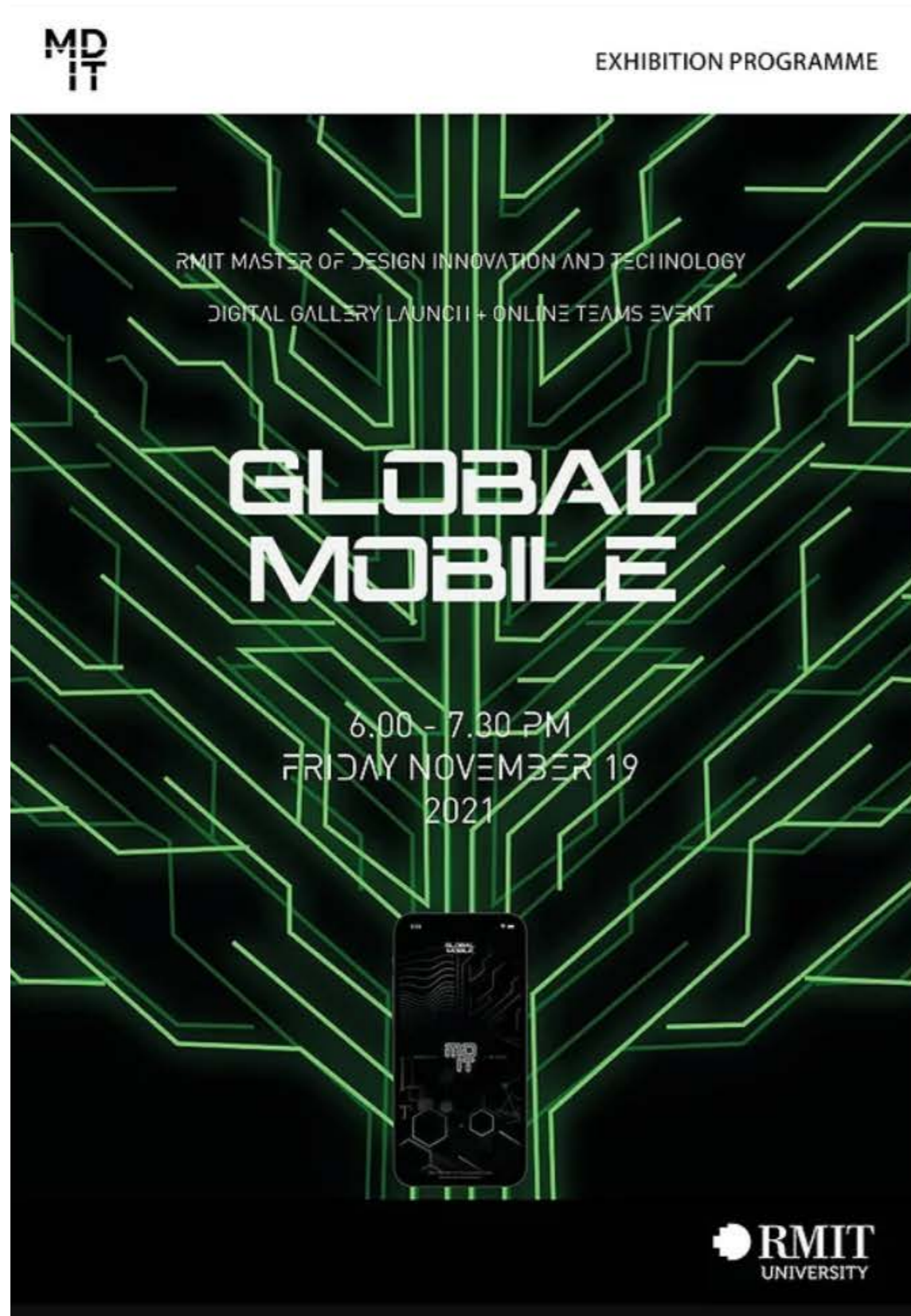
2021

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.

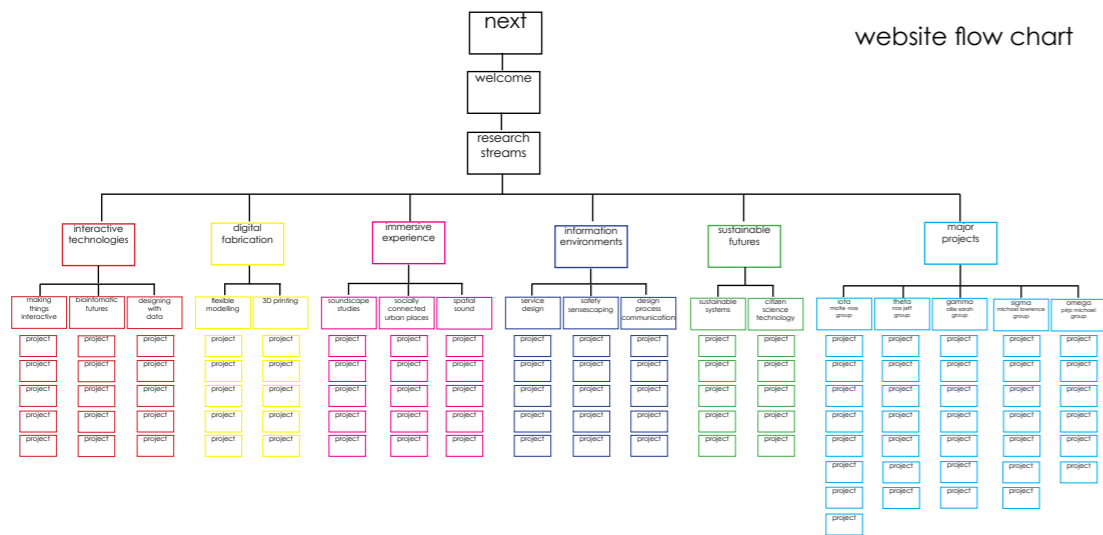


From then, Global Mobile exhibition will be accessed on mobile devices.

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'.

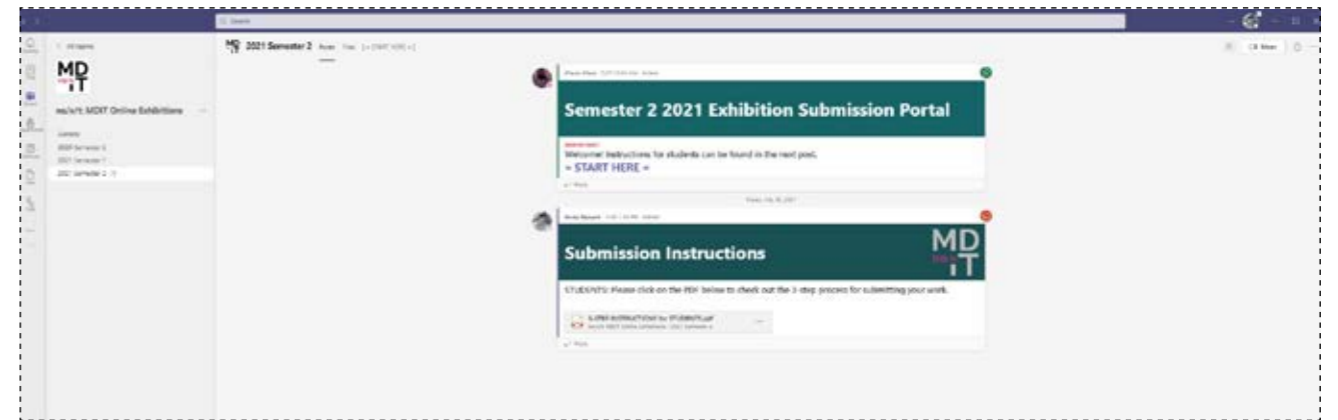
Methods: Microsoft Excel, Adobe Suites (poster, procedure instructions), Microsoft Team, Figma.



website flow chart

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 100 word blurb	Exhibit blurb	Exhibit word count	What theme does your project explore? (Select all that apply)				
1	James Pangarasan, Angin Loh, Lawrence Tang, Matthew Zhai	Future City	Combination of digital manufacturing and traditional methods. The project is a conceptual design for a sustainable, multi-functional, and modular building structure. The design is based on the concept of a 'Future City' and is intended to be a model for a sustainable, multi-functional, and modular building structure. The design is based on the concept of a 'Future City' and is intended to be a model for a sustainable, multi-functional, and modular building structure.	Combination of digital manufacturing and traditional methods. The project is a conceptual design for a sustainable, multi-functional, and modular building structure. The design is based on the concept of a 'Future City' and is intended to be a model for a sustainable, multi-functional, and modular building structure.	67	Innovative Experiences	Digital Fabrication	Interactive Technologies	Information Environments	Sustainable Futures
1	The Group, Pura Vira, Mega	Render of the face with a 3D printed and leather case	3D printed and leather case	3D printed and leather case	3	NO	YES	NO	NO	NO

Student	Student Name	Project Name	Project 100 word blurb	Exhibit blurb	Exhibit word count	What theme does your project explore? (Select all that apply)				
4	Joseph Yee Yee, Anjali Ong, David Poon	Smart Plants	Smart Plants	Smart Plants	69	YES	NO	YES	YES	NO

Student	Student Name	Project Name	Project 100 word blurb	Exhibit blurb	Exhibit word count	What theme does your project explore? (Select all that apply)				
1	Theng Han	Project: Smart Garden	Project: Smart Garden	Project: Smart Garden	62	Innovative Experiences	Digital Fabrication	Interactive Technologies	Information Environments	Sustainable Futures

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.



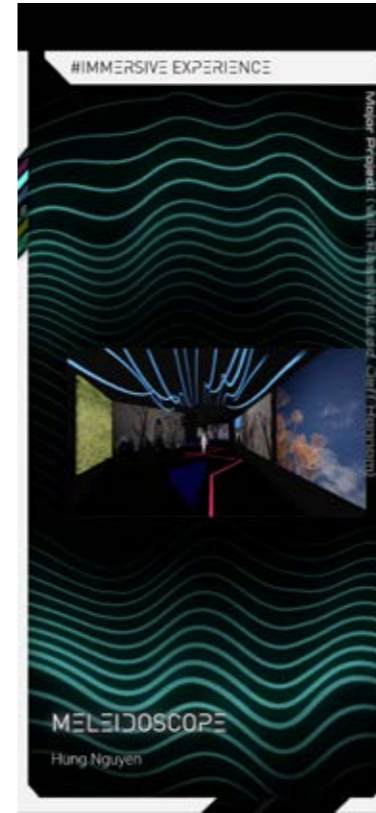
Welcome page



'Manifest' page



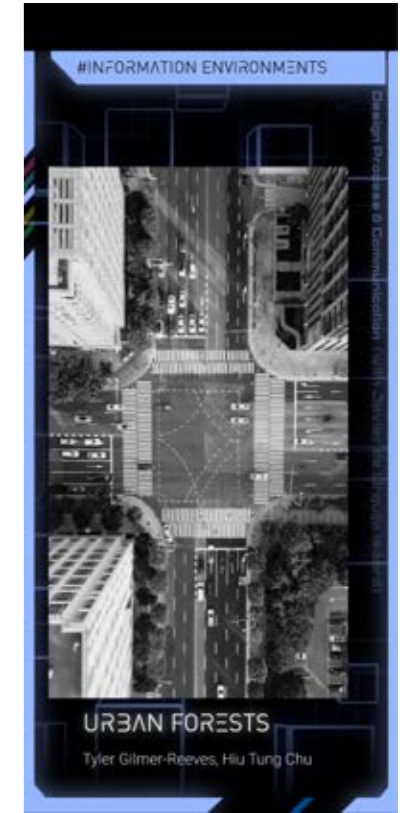
Theme 1



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.)

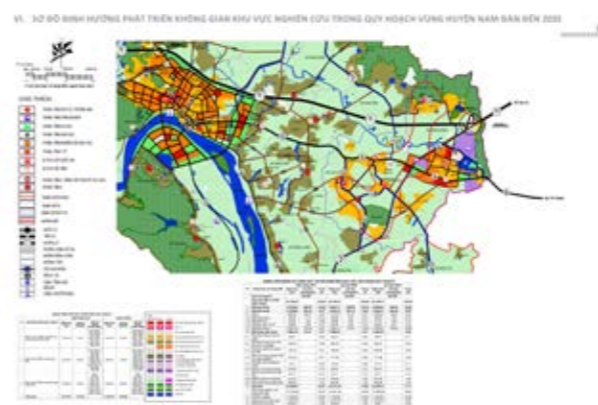
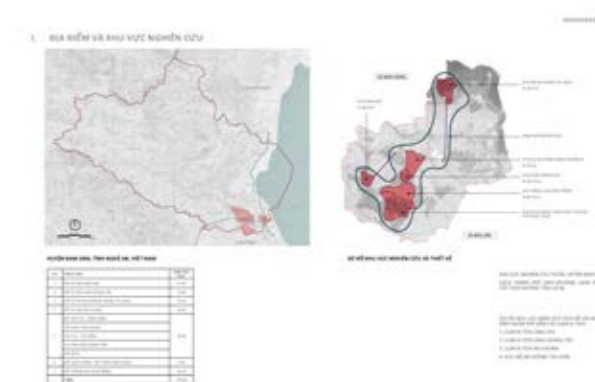
Translation

Diagrams and graphics preparation

Update new adjustments for the booklet



Stage 1: Regional linkages (some samples)

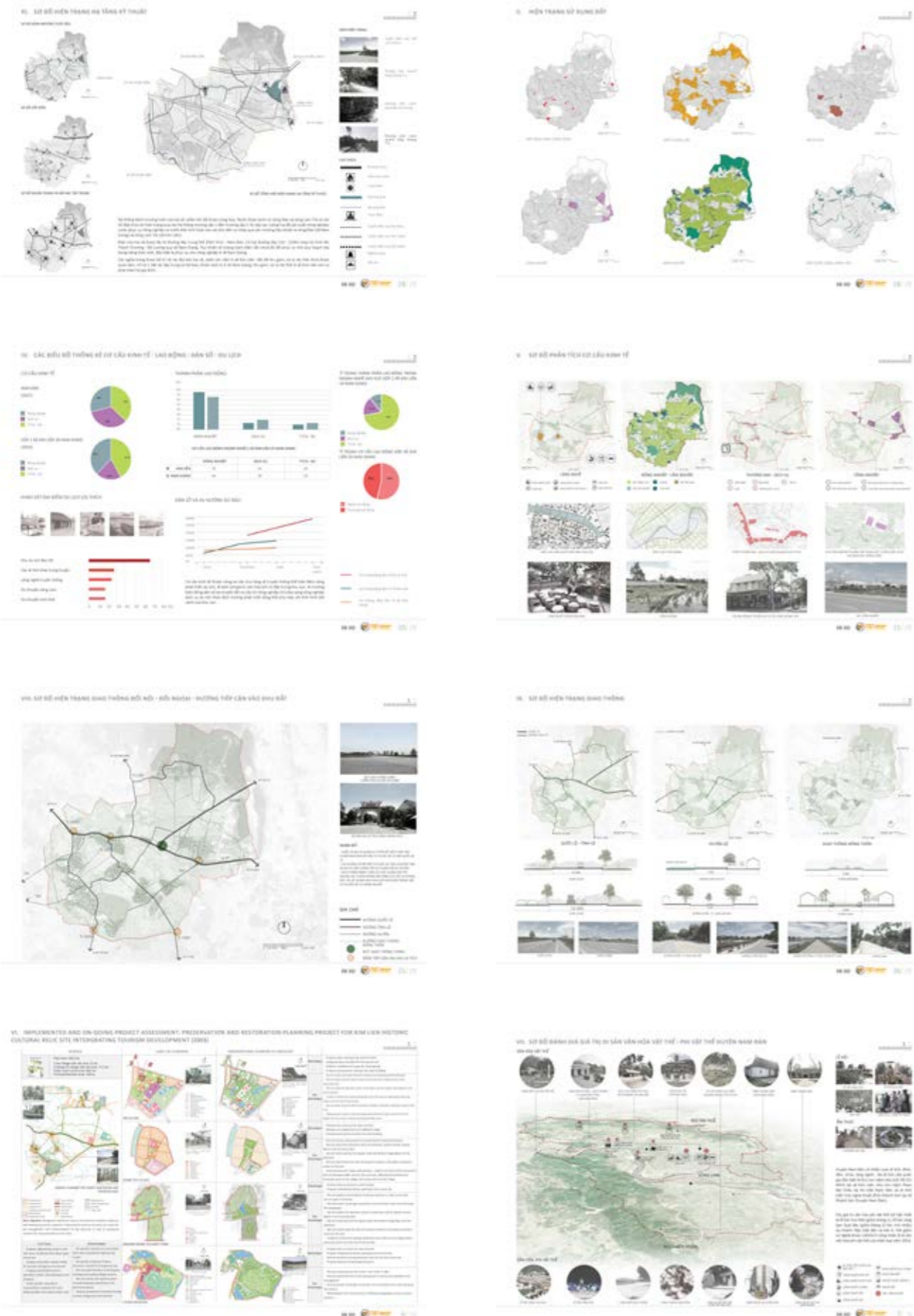


Project overview

Source © 2019 Preservation Consultant Team/ DE-SO

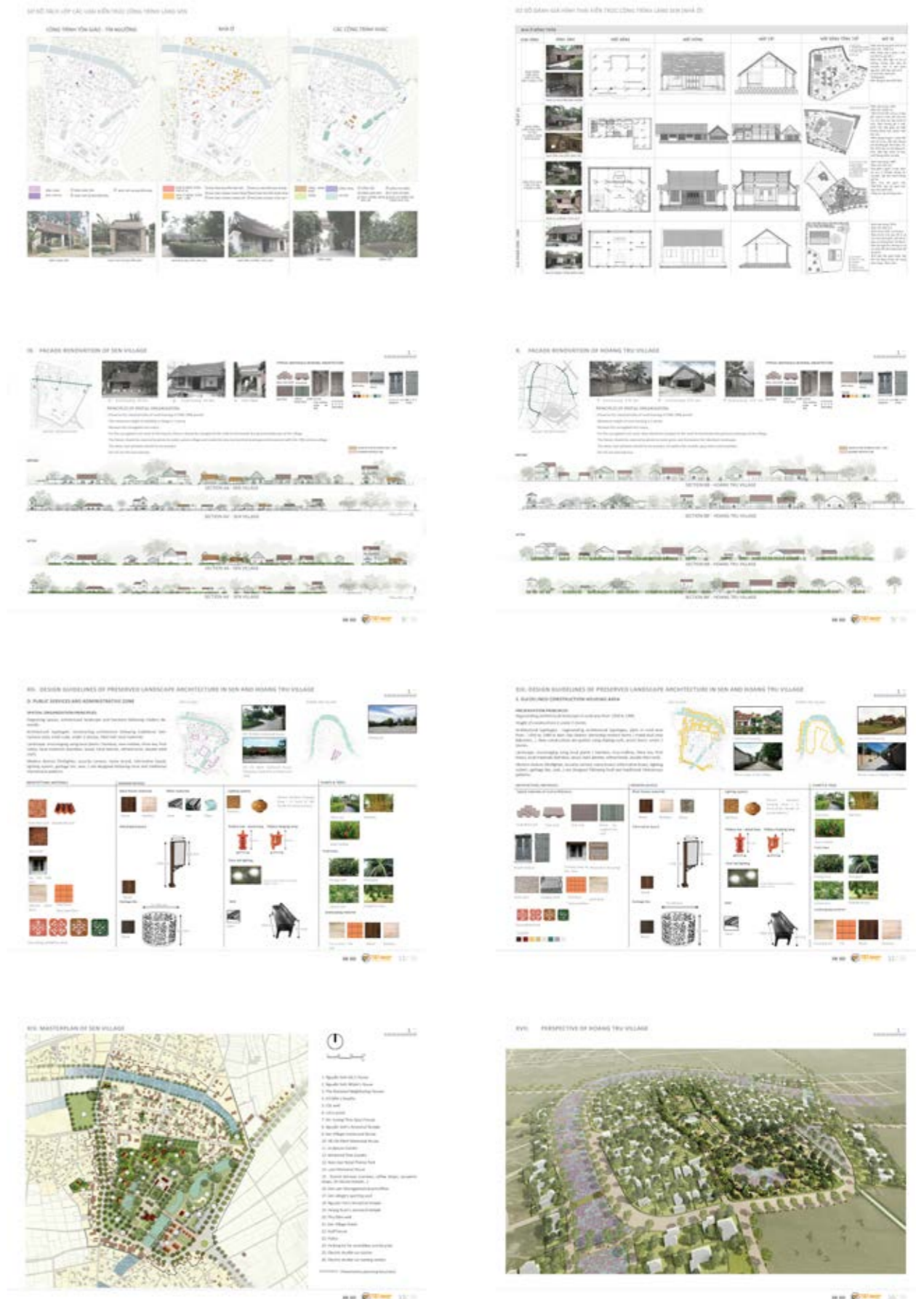
Source © 2019 Preservation Consultant Team/ DE-SO

Stage 2: Site analysis & assessment (some samples)



Source © 2019 Preservation Consultant Team/ DE-SO

Stage 3: Proposal (some samples)



Source © 2019 Preservation Consultant Team/ DE-SO

MY ROLE IN TEAM:

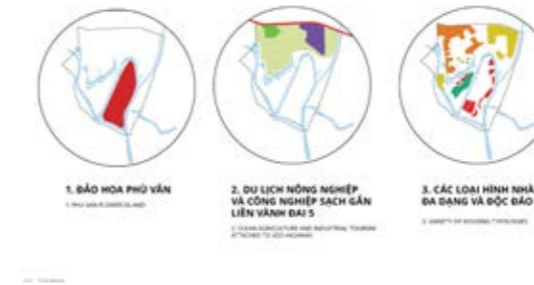
- Diagrams and graphics preparation
- Update CAD adjustments for the masterplan



Source © 2019 Group GSA

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

**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 đồng nhất dọc hai bờ sông. Các trải nghiệm mang đậm tính địa phương, từ không gian làng xã dọc sông Đáy, đến bờ hoa Phù Vân và đô thị mặt nước dọc sông Nhue.

A series of different but unified landscape along the riverbanks.

A variety of experience stemming from local spatial specificity, from village spaces along the Day, to flower edge and urban edge along the Nhue.



**PHÂN KHU CHỨC NĂNG
 FUNCTION ZONES**

1. Đảo hoa Phù Vân
 2. Cảng hoa Ngõ Ba Sông
 3. Khu ở cao cấp ven kênh
 4. Khu phức hợp nông nghiệp
 5. Khu ở tầm trung và xuất khẩu hoa
 6. Công trình điểm nhấn

1. Phu Van Flower Island
 2. Confluence Flower Marina
 3. High-class canal residential
 4. Agriculture complex area
 5. Flower processing and export
 6. Medium class residential and re-entertainment
 7. Landmarks



**TUYẾN DU LỊCH XE ĐẠP
 CYCLE TOURISM ROUTE**

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

Khuyến khích sử dụng xe đạp và đi bộ nhằm hướng đến lối sống lành mạnh.

Phong phú thêm trải nghiệm du lịch theo xu 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 Nhue and Ancient River experience route along the Day.

Trải nghiệm cảnh quan đảo hoa theo dòng nước.

Hai tuyến trong thành phố, tuyến hiện đại dọc sông Nhue và tuyến khám phá sông Đáy cổ.

Tuyến du lịch Tam Chúc dọc sông Đáy.

Tuyến du thuyền đi Tam Chúc
 Tuyến du ngoạn đảo hoa
 Tuyến du ngoạn sông Đáy
 Bến thuyền



**MẶT BẰNG TỔNG THỂ
 MASTER PLAN**



Source © 2019 Group GSA

2019

Project Assistant

Ecogreen - Central Park

Location: District 7, Ho Chi Minh City, Vietnam

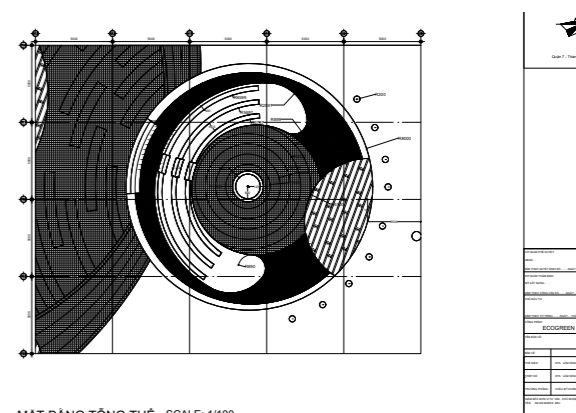
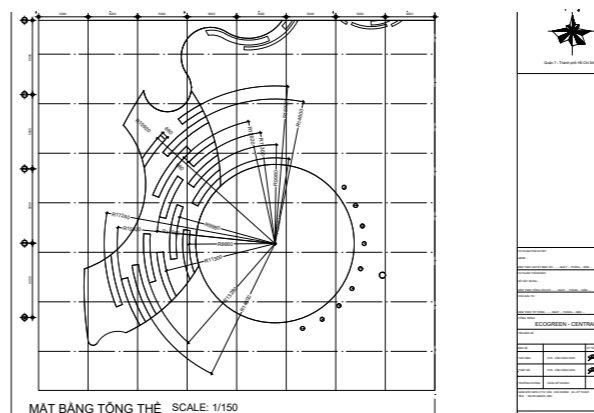
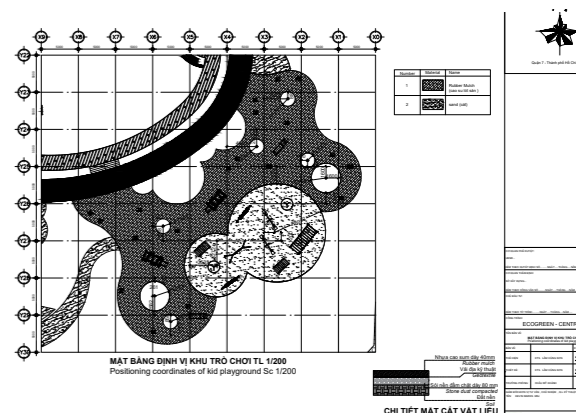
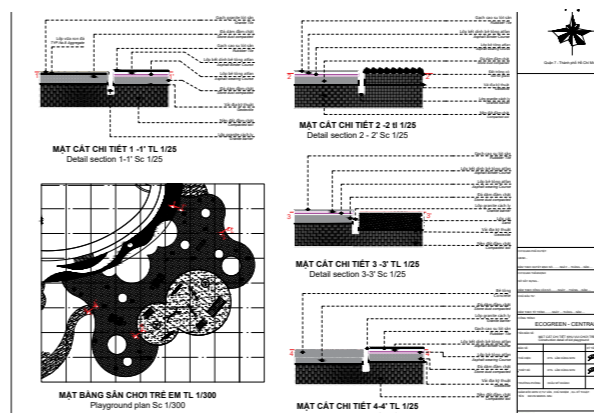
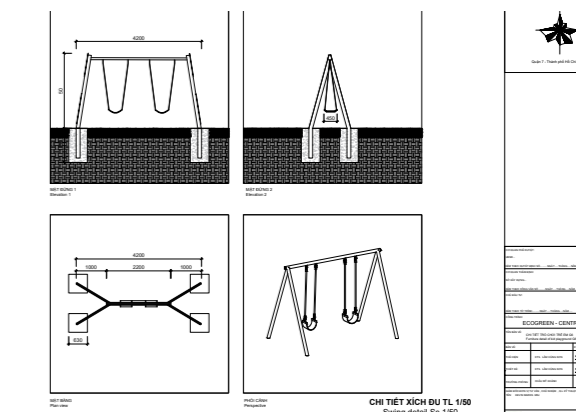
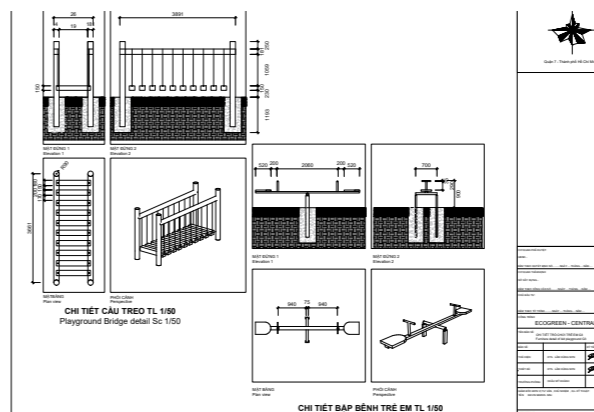
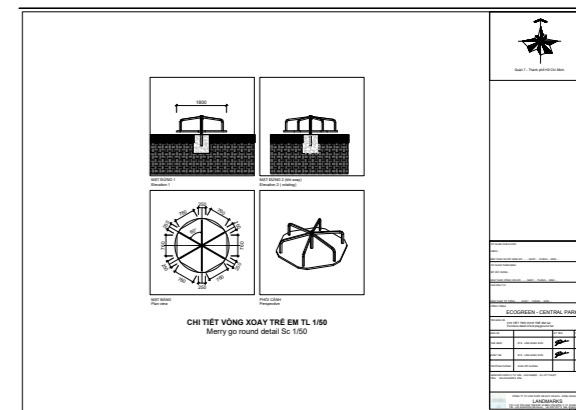
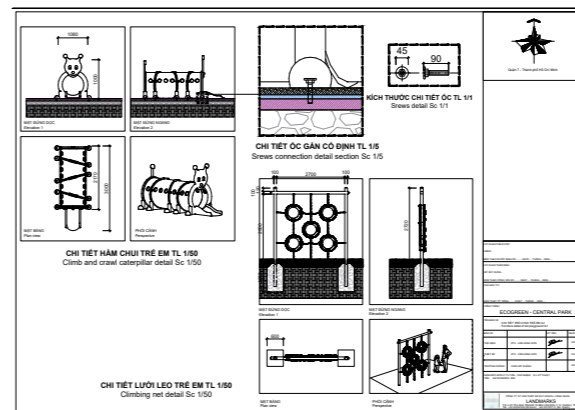
MY ROLE IN TEAM:

- 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

MELEDOSCOPE

A sonic dérive in a ghost city

Supervisors:

Dr. Ross McLeod

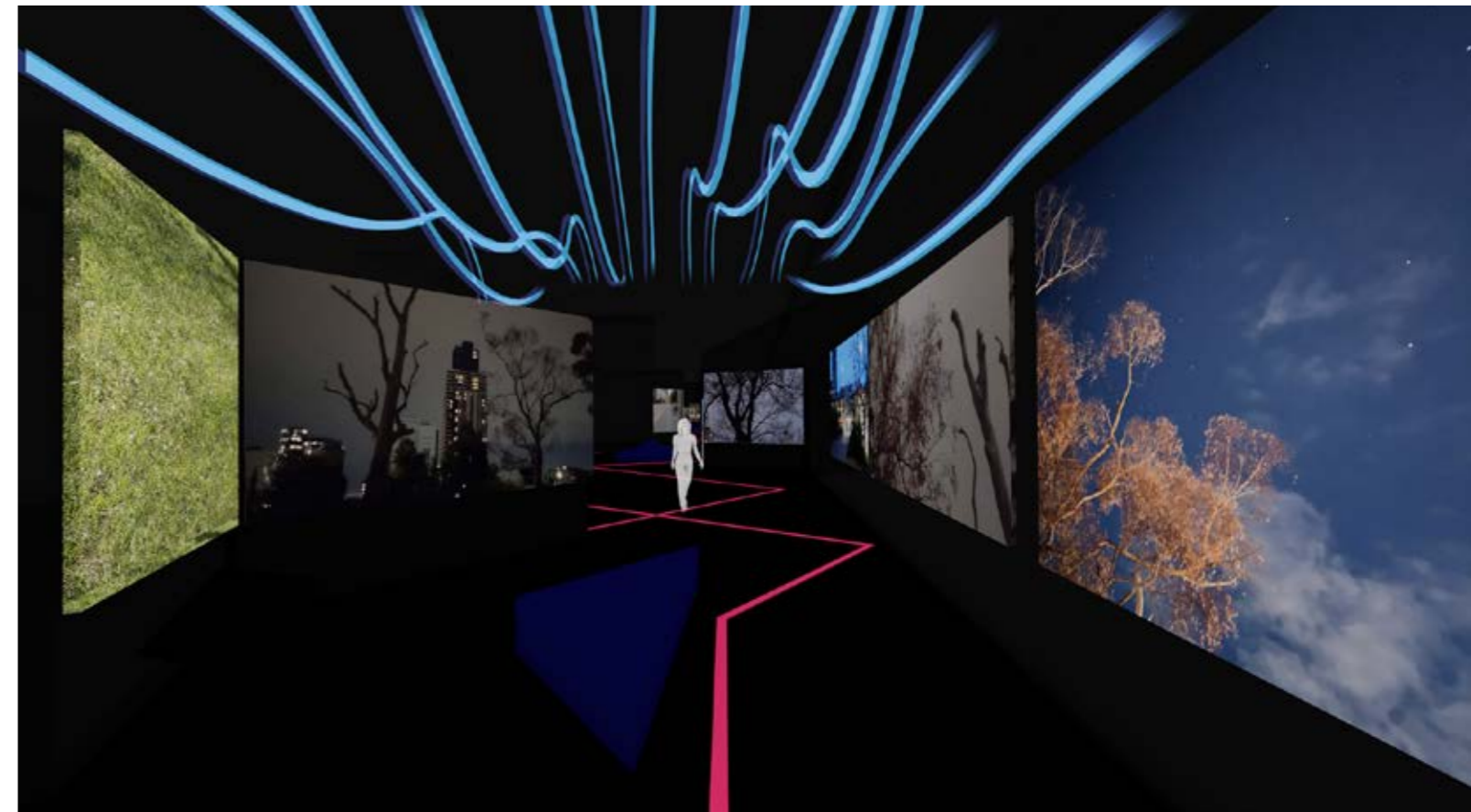
Dr. Jeffrey Hannam

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.




2. Execution

2.1. Derive walk

Conduct the derive walk (2) during Melbourne CBD business hours.


Looked for quiet or peaceful and unobstructed through landscape to record the soundscape. City walking app for recording the soundscape. Aim: to be a part of the design.



2.2. Derive walk

Use the walking app to record the soundscape. The walking app is used to record the soundscape.

An audio file is created and added to the walking app. The audio file is used to create the soundscape.



1. CITY SCAPE ANALYSIS


1.1. Melbourne CBD boundary

The aim of mapping the city is to understand the city's boundaries and the city's structure.

The city's boundaries are:

- In the East, Spring Street
- In the West, a part of the line and the street
- In the North, William Street


Map 1.1: City



2.2. Walking tour

Building on the walking app, the walking app is used to record the soundscape. The walking app is used to record the soundscape.

Looked for quiet or peaceful and unobstructed through landscape to record the soundscape. City walking app for recording the soundscape. Aim: to be a part of the design.



1.5. Walking speed

40 km/h

Walking speed

Walking speed is used to record the soundscape.



1.5. Interactions analysis

Interactions analysis is used to understand the city's structure and the city's boundaries.

1.5.1. Melbourne grid pattern introduction

The grid pattern is used to understand the city's structure and the city's boundaries.

1.5.2. Advantages of grid pattern

- Accuracy
- Simplicity
- Easy to understand and use


1.5.3. Disadvantages of grid pattern

- Not suitable for all areas




1.3.4. Facade & walking


Facade & walking is used to understand the city's structure and the city's boundaries.



1.3.5. Streets & walking

Streets & walking is used to understand the city's structure and the city's boundaries.





(Further details presented in publication)

1.2. 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 effect is tightened up into the middle blocks and streets.

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

The edges of the city are defined by greeneries, riverside and stations.

Locations are targeted for soundscape recordings including:

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

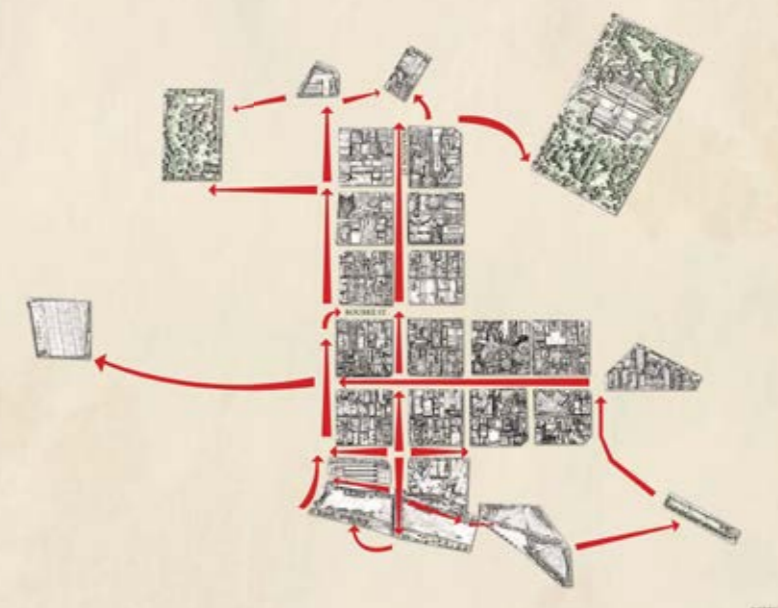


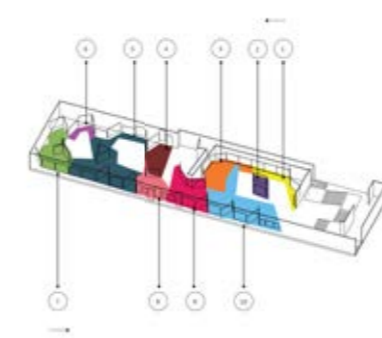
Figure 1.2.1: Psycho-geography map of Melbourne: the drifting experience is coordinated with Melbourne urban grid pattern.

1.7. Sees

The space is divided into 10 zones.

- City entrance
- Street figures

1. Train
2. Interactions
3. Swanton street street
4. Collins
5. Elizabeth
6. Queen Victoria
7. Greeneries
8. Arts
9. Flinders station
10. Riverside, bridges



2. Three stages of experiences

2.1. Audience enter the exhibition

Aim: to create a sense of walking/seeing.

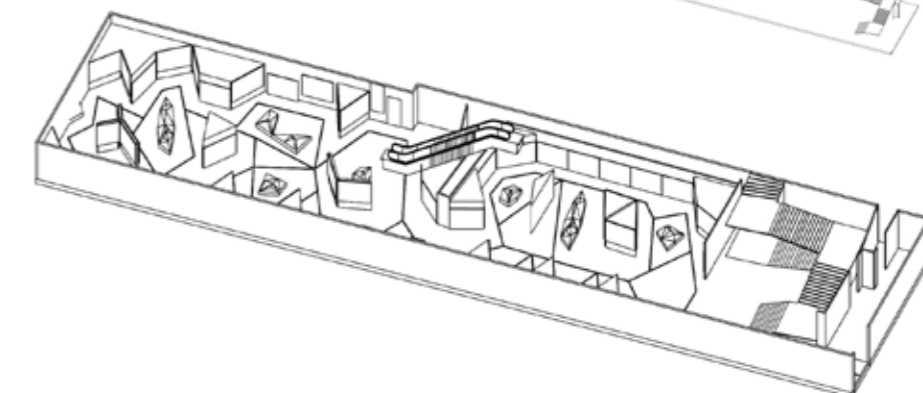
The space is divided into 10 zones.

2.2. Audience select one spot for listening to 1 VR/AR

3. Interaction & Technology

3.1. Interaction

1. Audience enter the installation: there is a total installation of 10 zones.
2. Audience select one spot for listening to 1 VR/AR.
3. Audience select one spot for listening to 1 VR/AR.



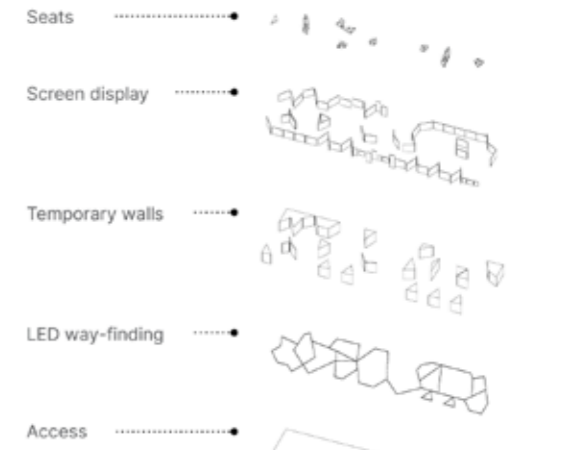
Seats

Screen display

Temporary walls

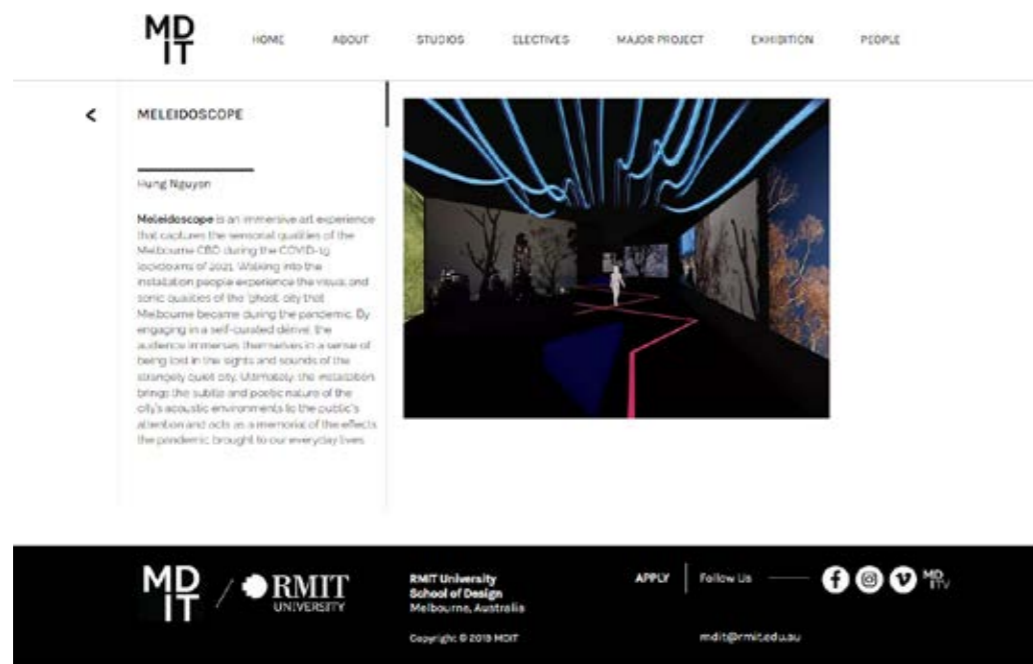
LED way-finding

Access





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Showcase: rmitmdit.com/major-projects

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

VAN THANH ECO-FARMING VILLAGE REGENERATION

Urban Design project

Supervisors:

Dr. Nguyen Cam Duong Ly

Location

Dalat City, Lam Dong Province, Vietnam

Year

2018

About:

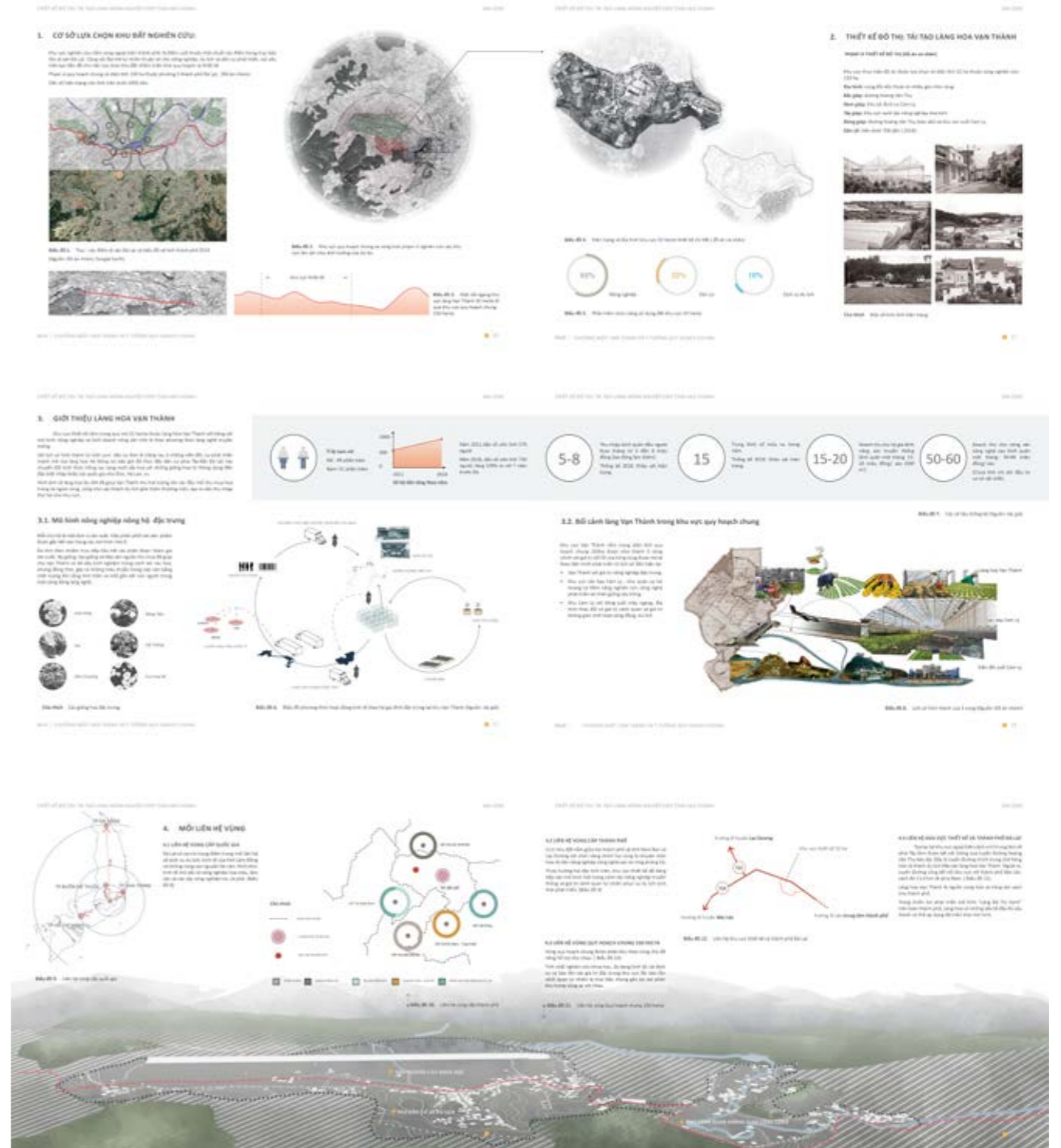
The site is famous for the traditional agricultural activities. For the long-standing floricultural village (since 1956) and the unique landscape of horticulture, Van Thanh becomes one a tourism attractions in Da Lat city.

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.

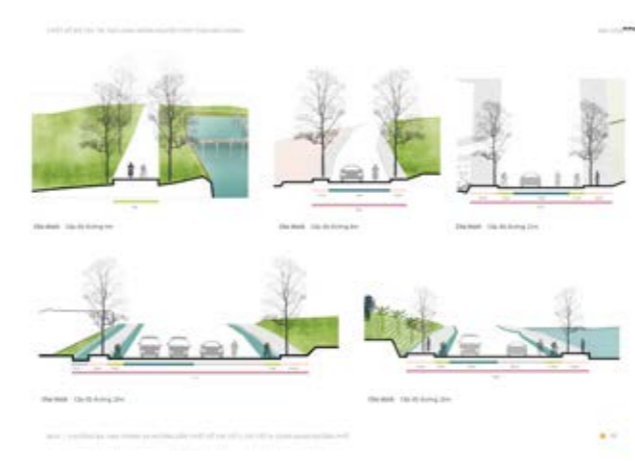
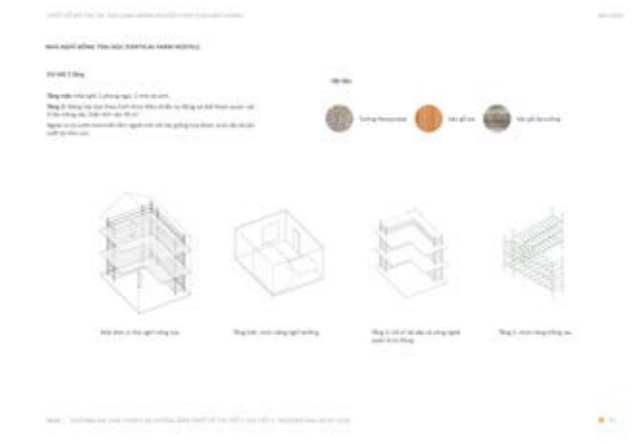
The project aims to propose an innovative and comprehensive solution for these issues accompanied with a strategy for future development on site.



SITE ANALYSIS



- General planning & regional linkages
- Site introduction



- 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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Showcase: tapchikientruc.com

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

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.

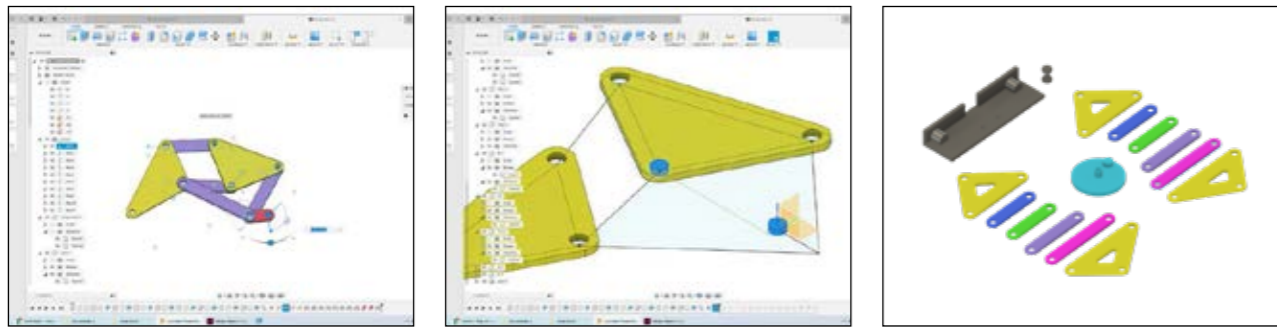


Fig 4. Develop a unit of model in Fusion 360 software. Testing the motions through digital simulation

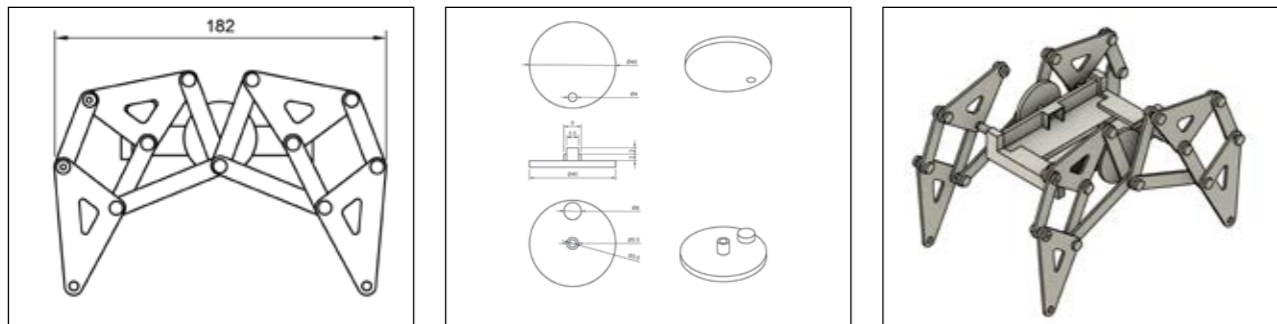


Fig 5. Developing technical drawings in Fusion 360



Fig 6. Initial prototype created by 3D printing



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

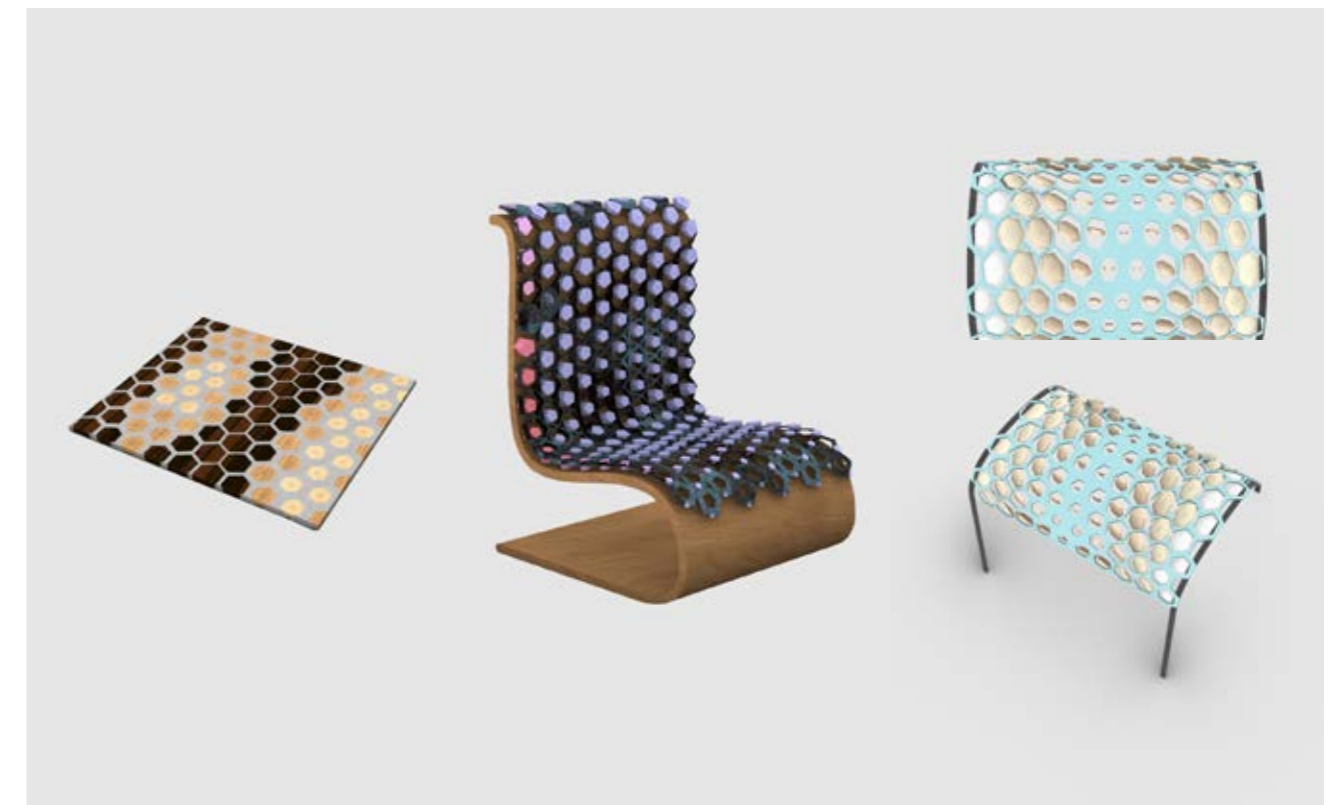


Fig Overview design outcomes from elective (Images by Hung nguyen)

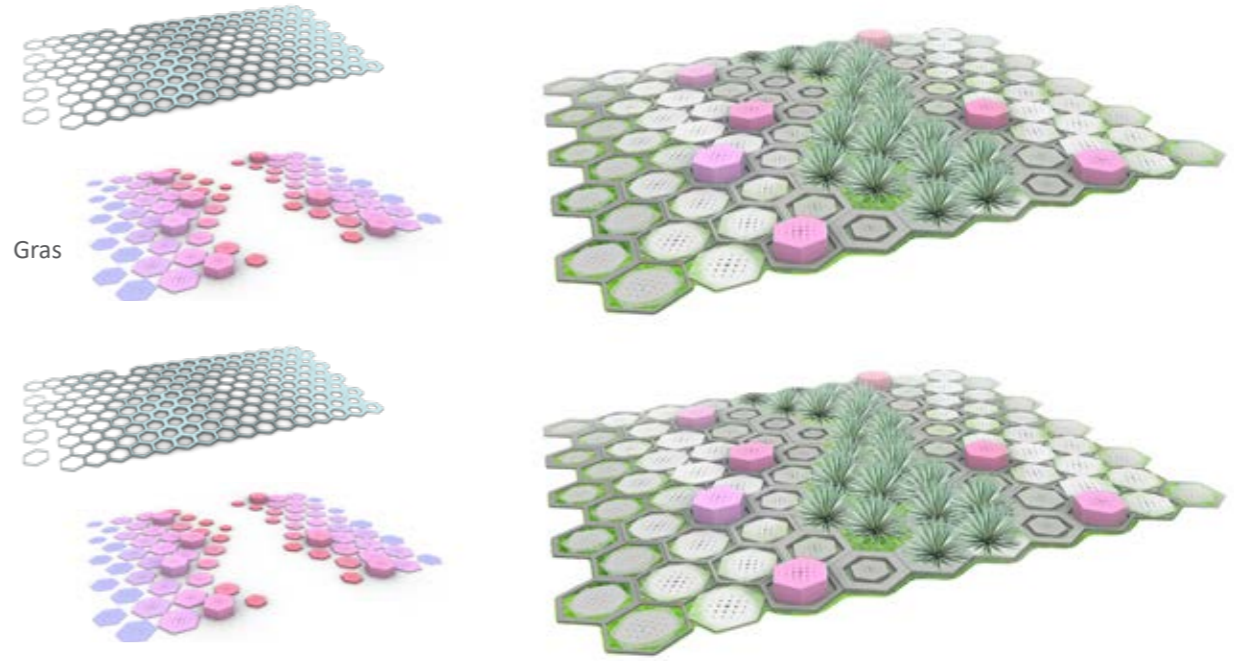
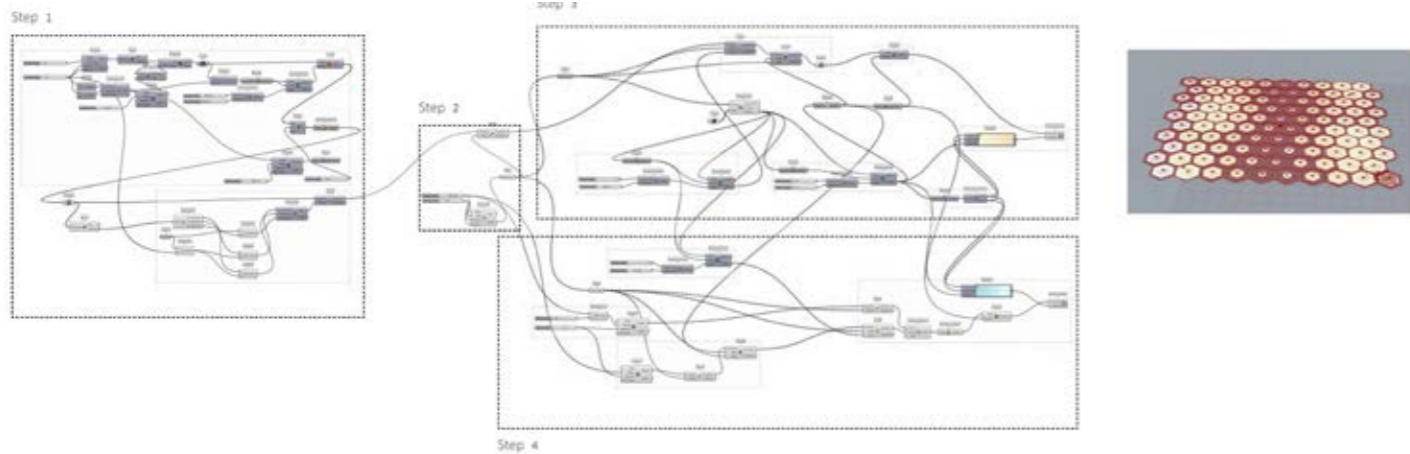
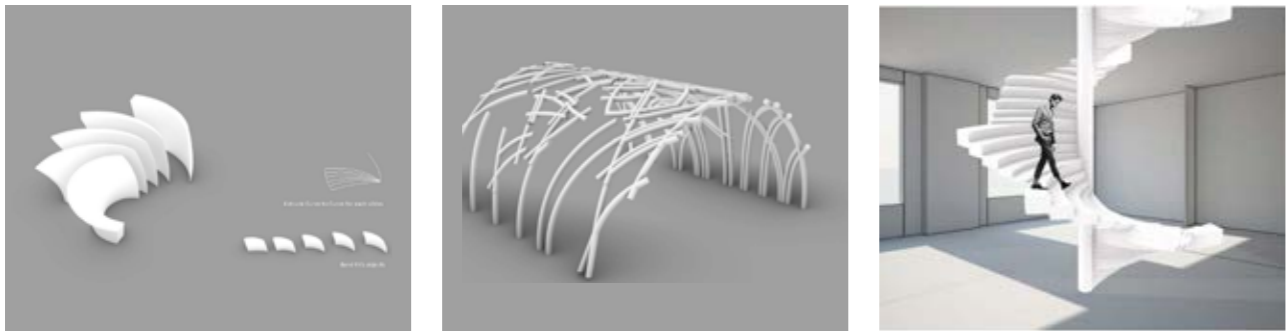
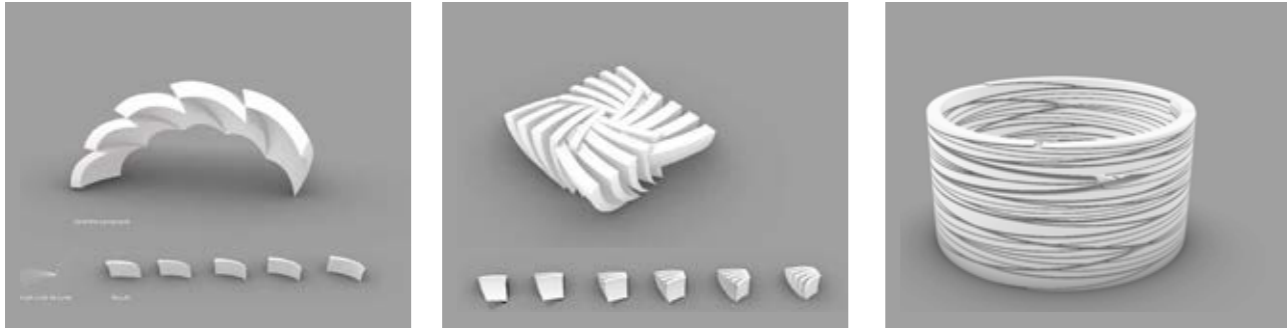
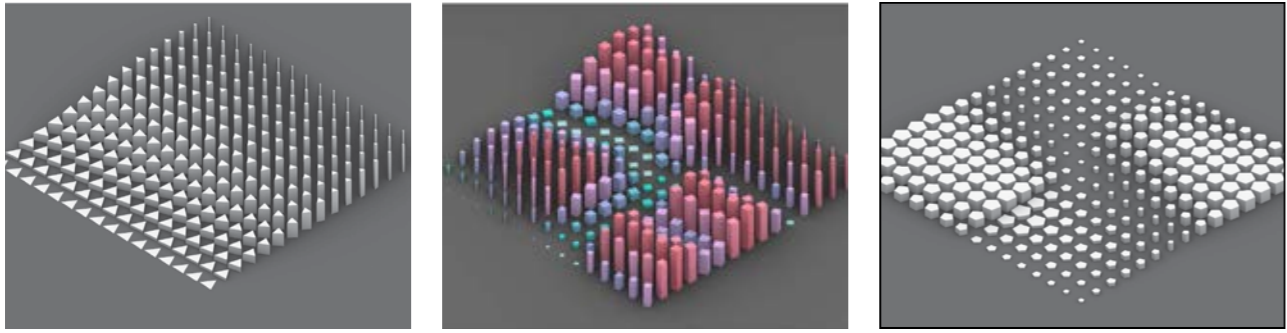
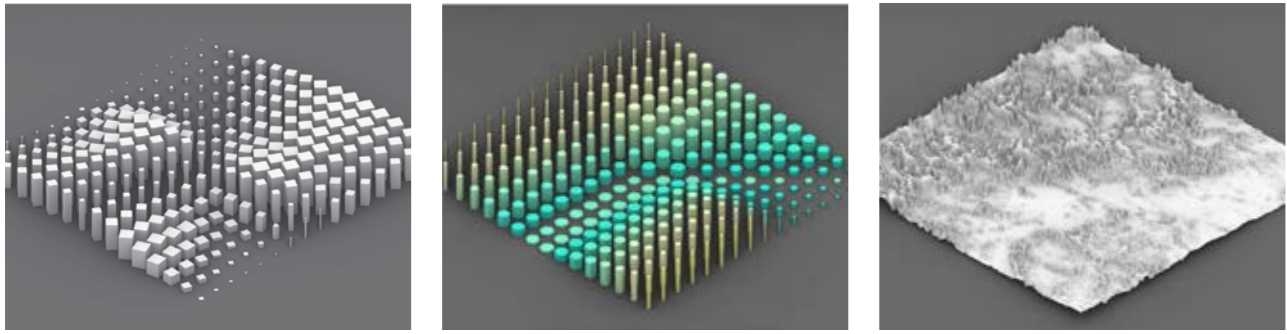


Fig Gras

Fig Developing a functional surface by using parametric design method

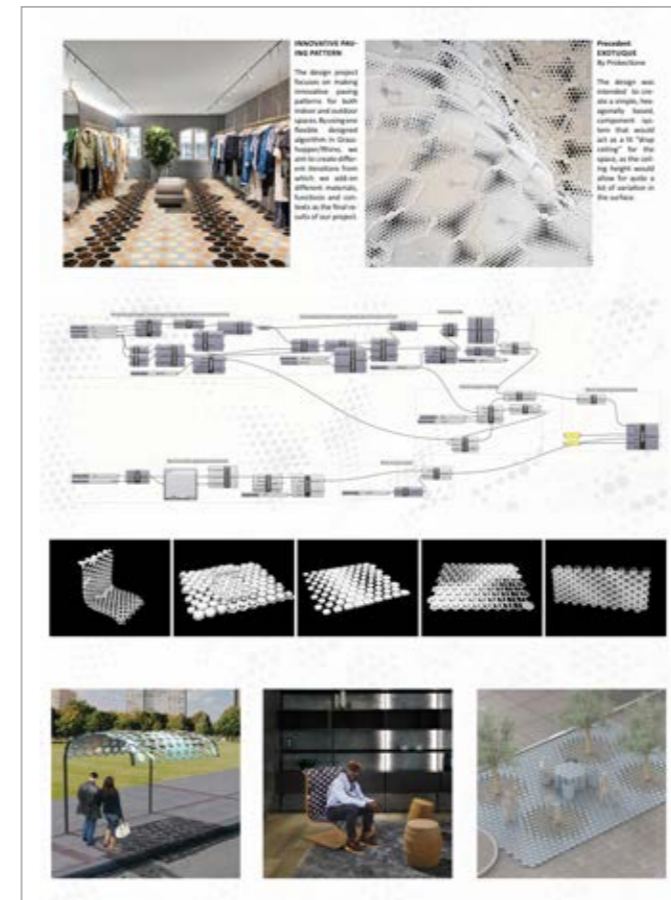


Fig Poster for exhibition

Wind sonata

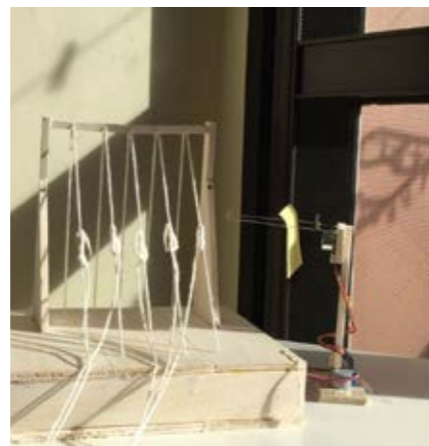
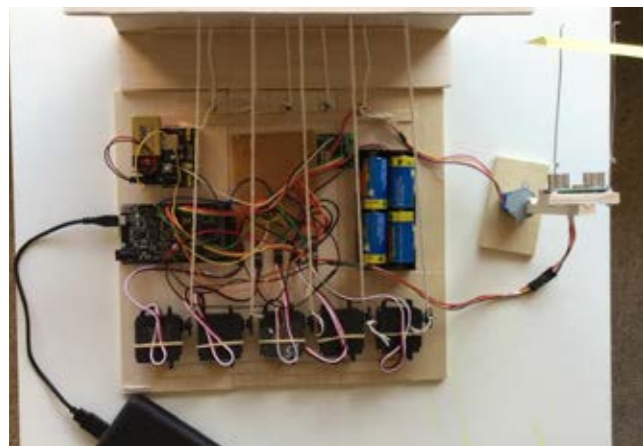
Hung Nguyen

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.

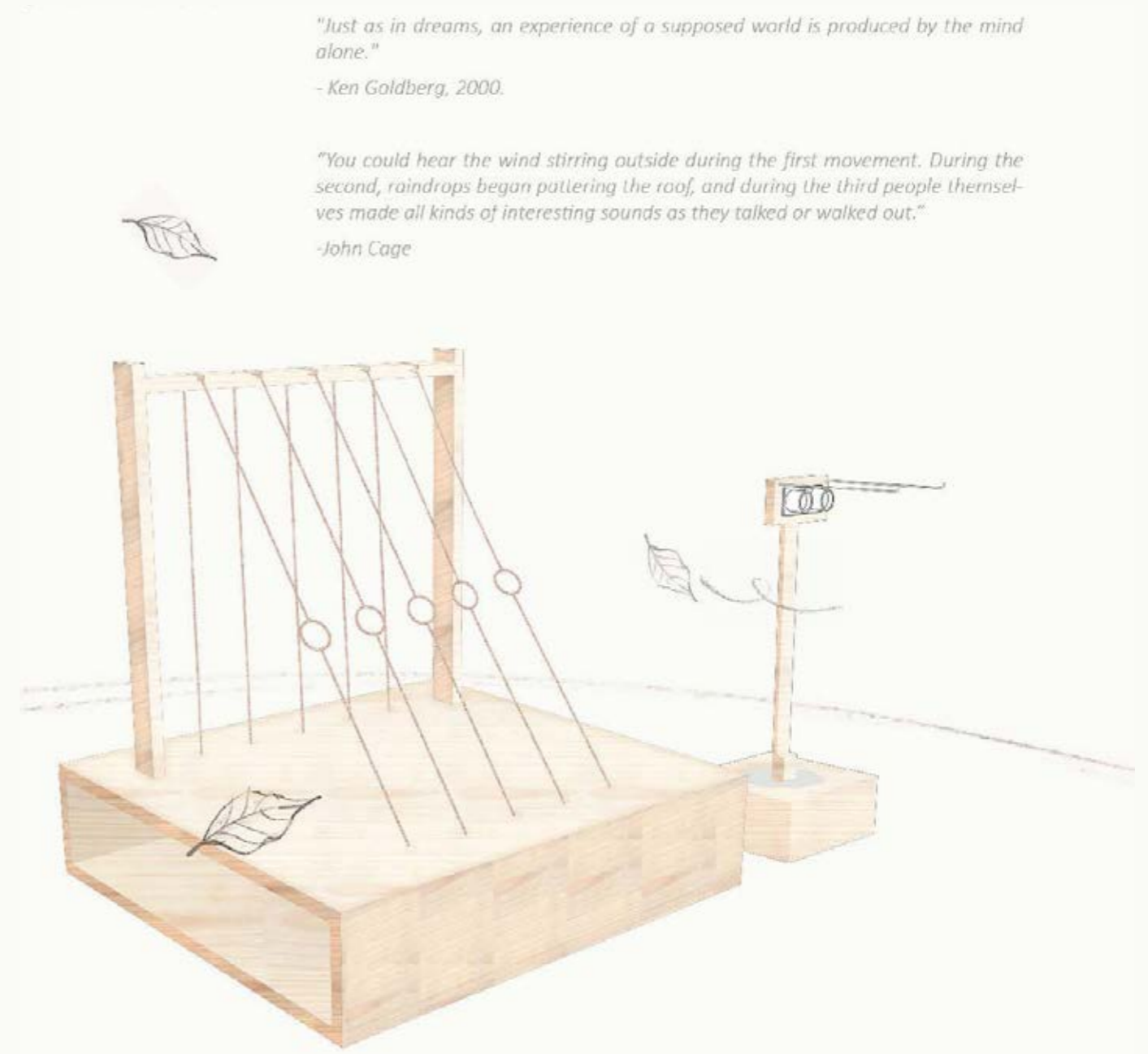
By placing one's fingertips through the artwork's five loops, the movement of wind is felt through the gentle, silent articulation of the strings. Music isn't played, but like a musical instrument, a conversation with wind is made through this tangible connection.



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 pattering the roof, and during the third people themselves made all kinds of interesting sounds as they talked or walked out."

- John Cage

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.

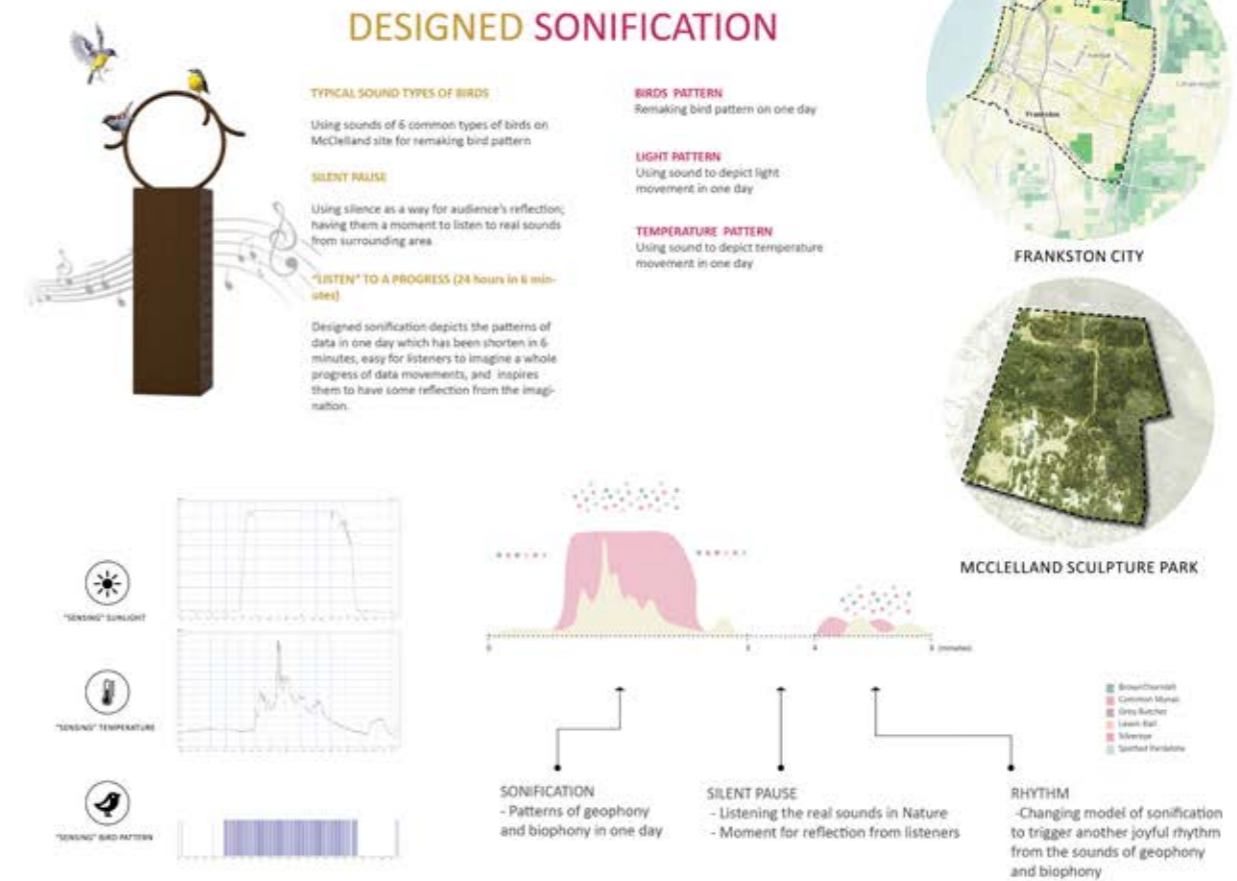
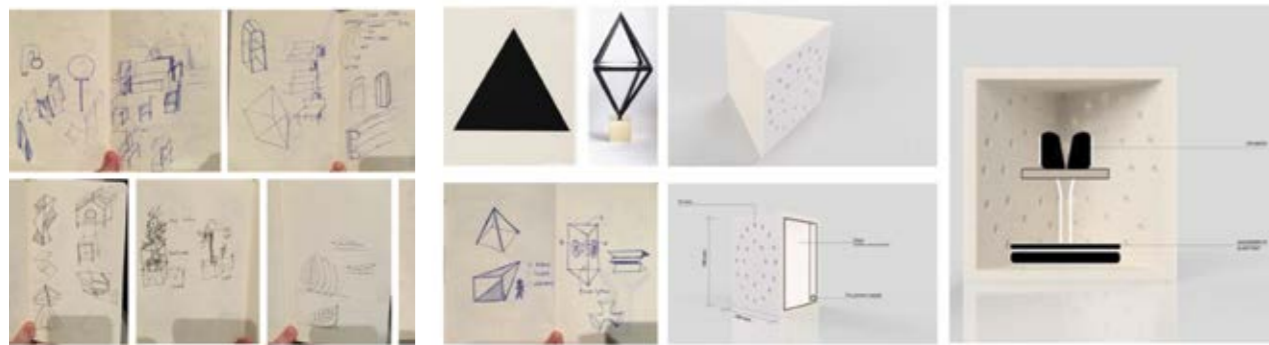


Fig Poster for 'Nature Symphony' (Groupwork: Hung Nguyen, Hatairat Jampanat, Jin Qian, Yahan Wang)

Design developments

ITERATION 01: 'SYMBOLIC CONNECTIONS'



ITERATION 02: 'BIRD HOUSE'



CONTEXT POSITIONINGS



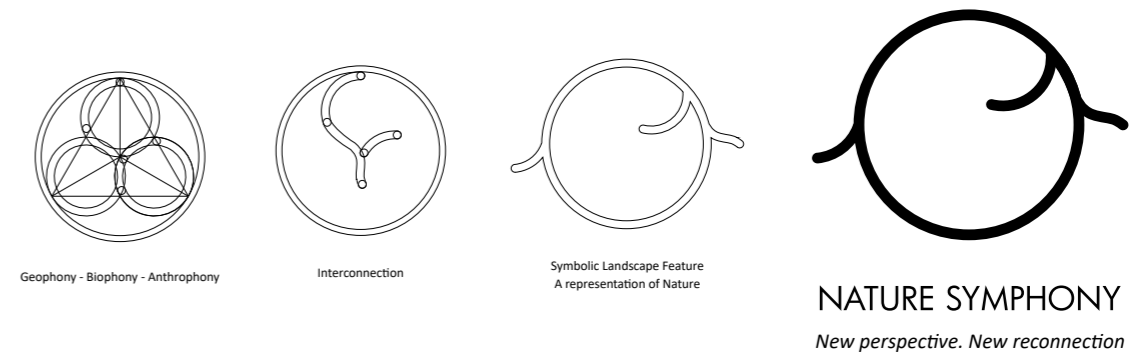
CHOSEN LOCATION



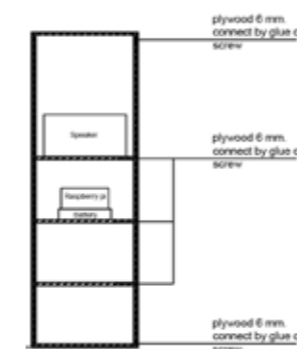
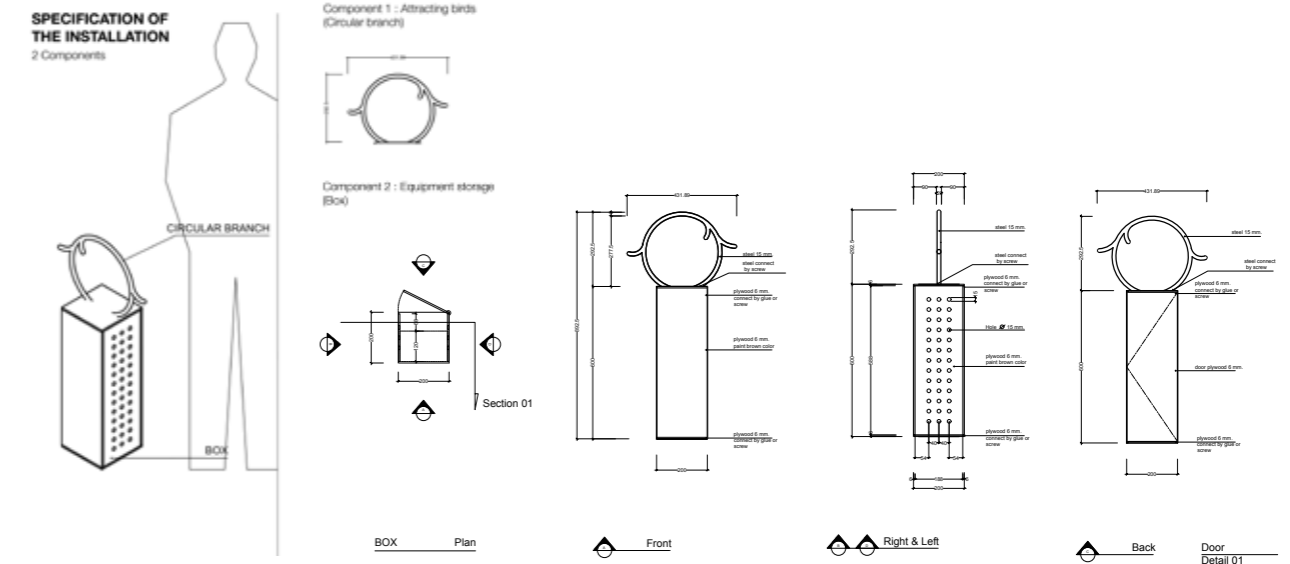
USER SCENARIO



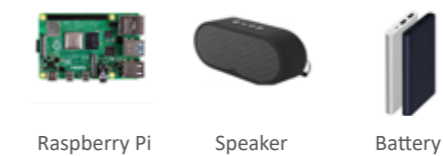
Final form and designed components



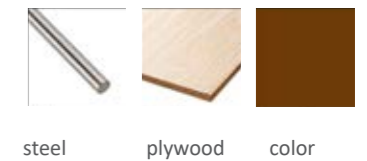
SPECIFICATION OF THE INSTALLATION



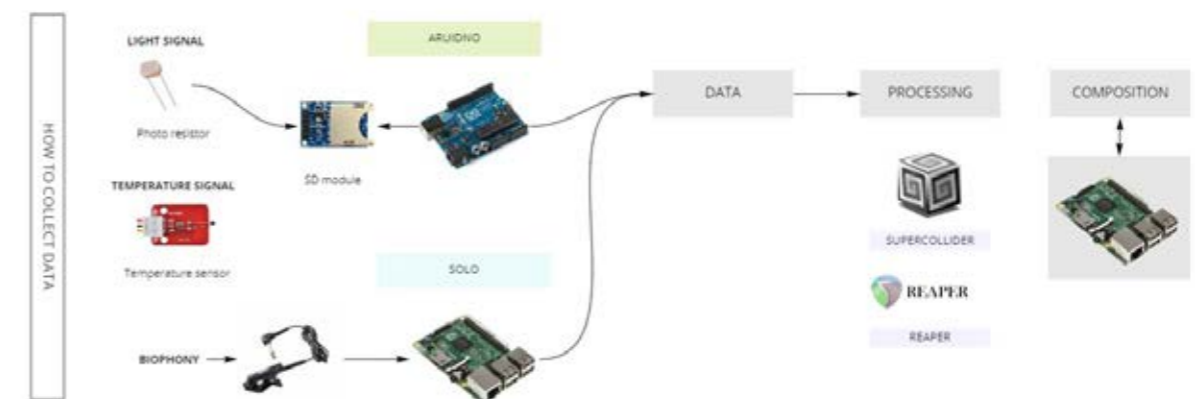
COMPONENTS



MATERIALS



BACKGROUND PROCESSES FOR COLLECTING ECO-ACOUSTIC SIGNALS IN NATURAL ENVIRONMENT



DESIGN RESEARCH

Design research on natural conditions on three scale levels, comtemporary artworks, sonic/eco-acoustic artists and researchers

The research is expanded based on three scales



Macro level - The state of Victoria

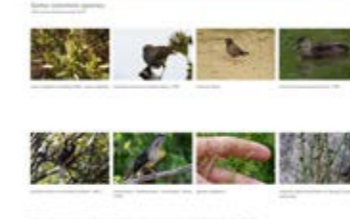
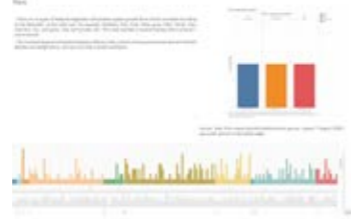


Meso level - Frankston city and neighbouring regions



Micro level - McClelland Gallery Sculpture Park

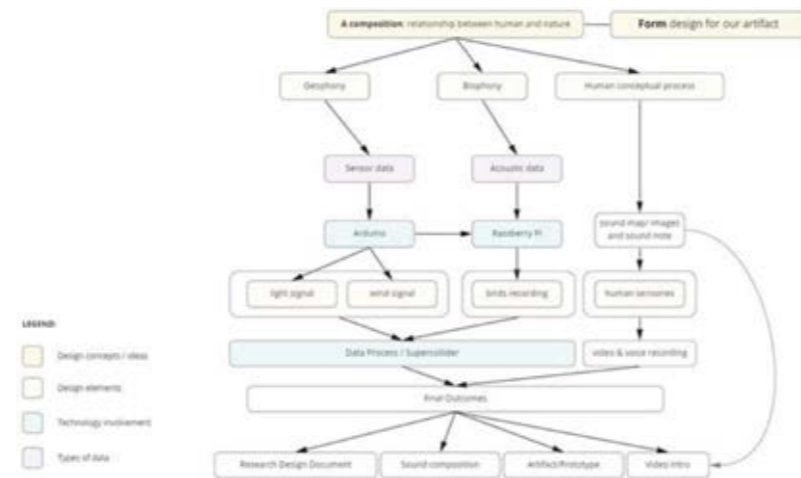
Animal distribution, Flora and Fauna in the three scales



Precedents on sonic artworks and their impacts to site specifics

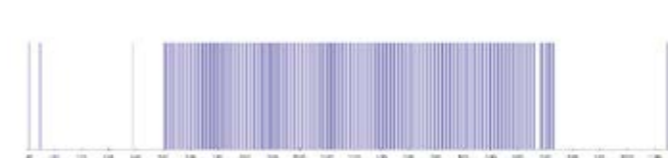
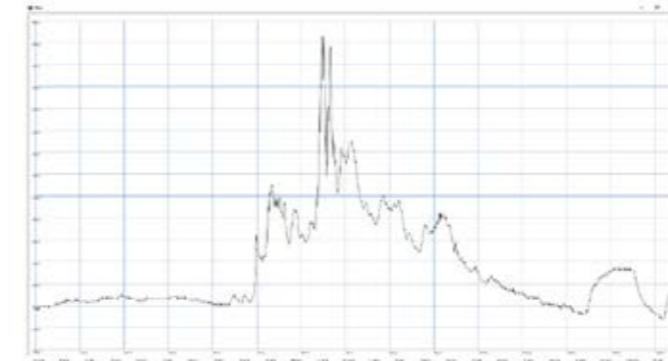
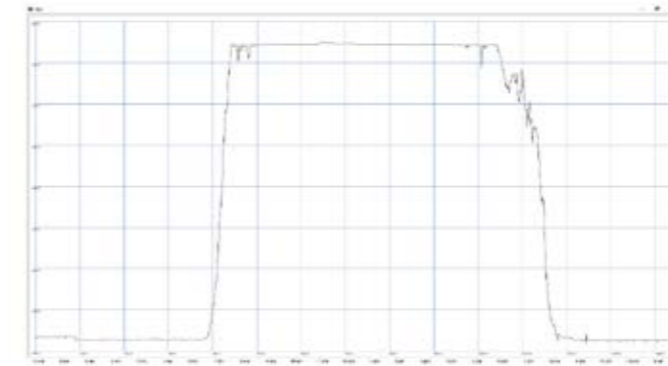
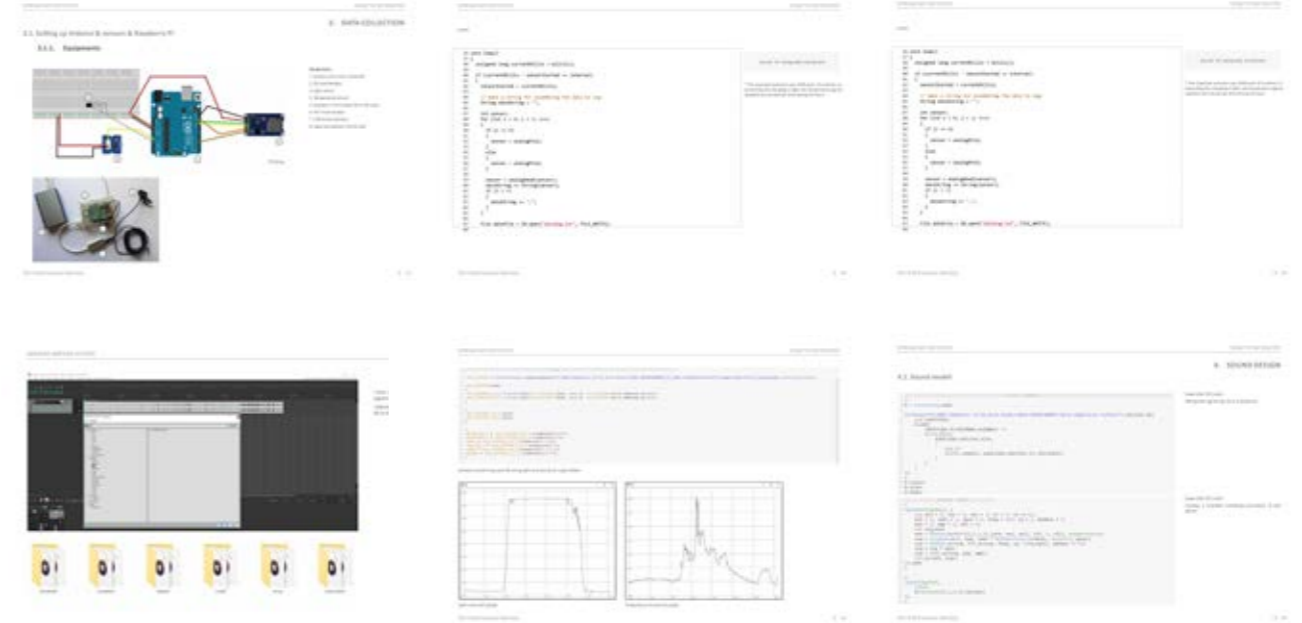


Diagram for presenting project outcomes, processes (as a part of project management)



TECHNOLOGY EXPLORATION

- Using light and humid sensors collecting natural phenomena signals in the park
- Using Super Collider (software) for composing, tranfering numeric data to sonic data (Sonification);
- Using Reaper (software) for composing eco-acoustic data/ site recordings while ideating sonification composition for McClelland gallery



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

Thanh Da peninsula: Spatial armature analysis

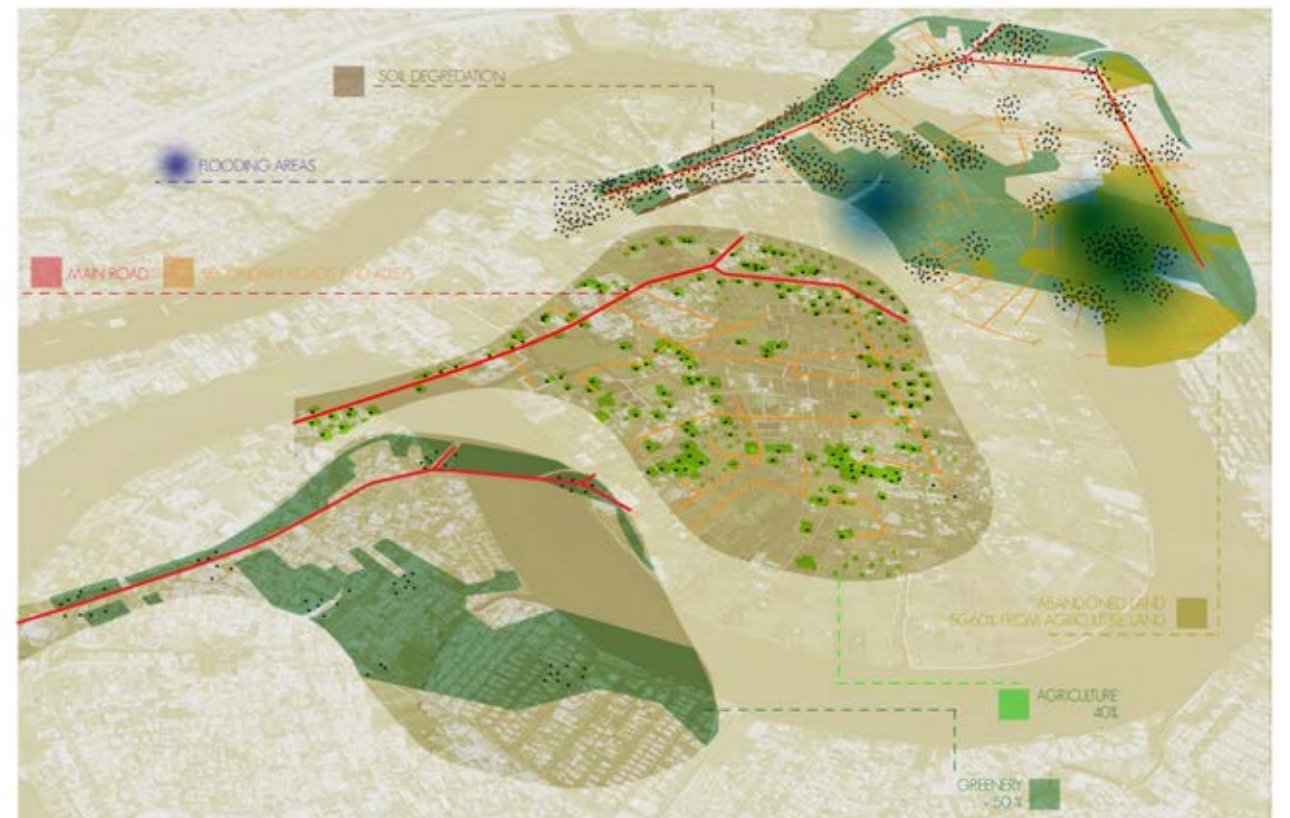
Dec, 2016

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 activities.

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.

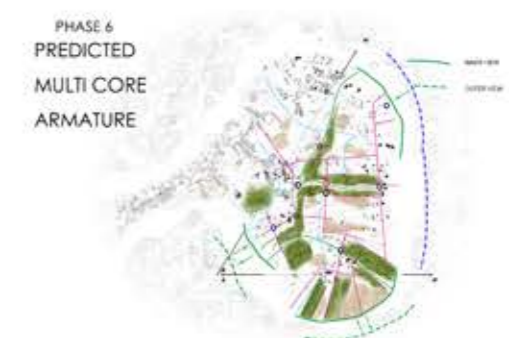
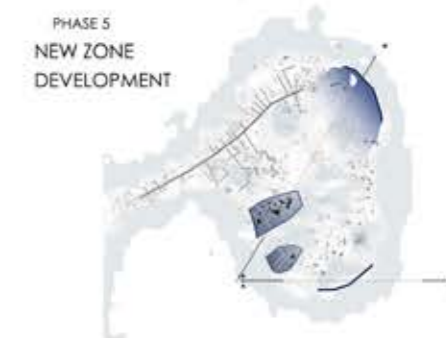
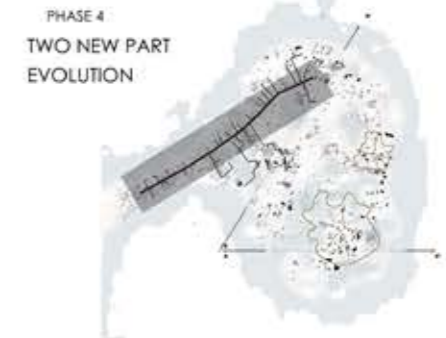
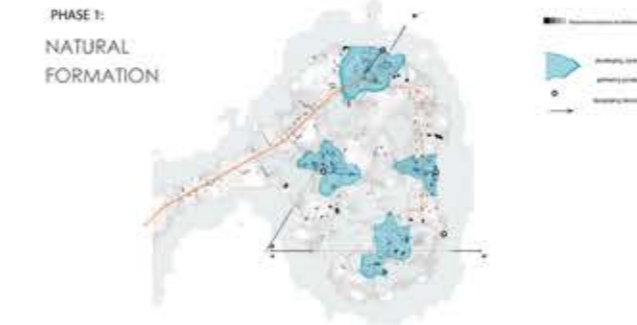
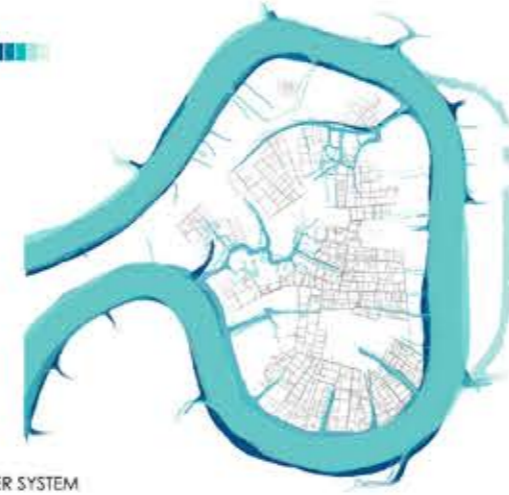
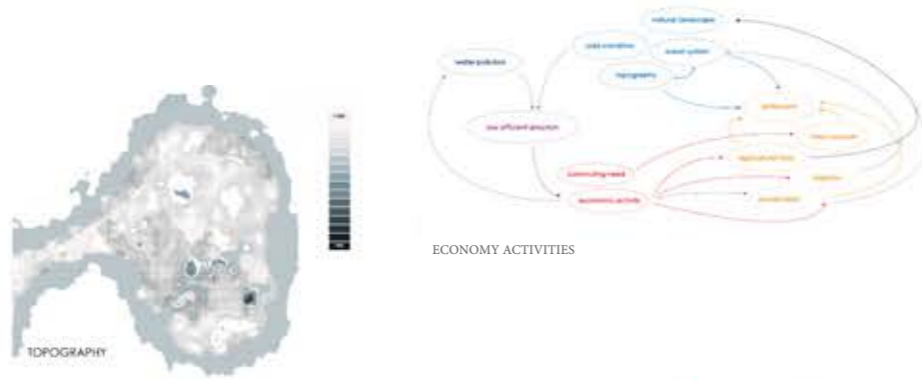
The question is raised on which way: remaining the past image or following the CBD urban development movement is a good vision for Thanh Da; and how we can achieve either vision by addressing those mentioned issues for better solutions at the moment time and in near future.

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

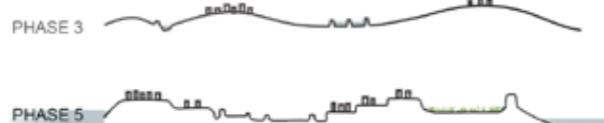
1. Context
 - 1.1 Location
2. Definition
 - 2.1 Spatial armature
 - 2.2 Urban armature
3. Spatial armature analysis
 - 3.1 Hub influences
 - 3.2 Linear planar
 - 3.3 Phase 1
 - 3.4 Phase 2
 - 3.5 Phase 3
4. Urban armature analysis
 - 4.1 Phase 4
 - 4.2 Phase 5
 - 4.3 Phase 6
 - 4.4 Urban armature further
 - 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'

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.

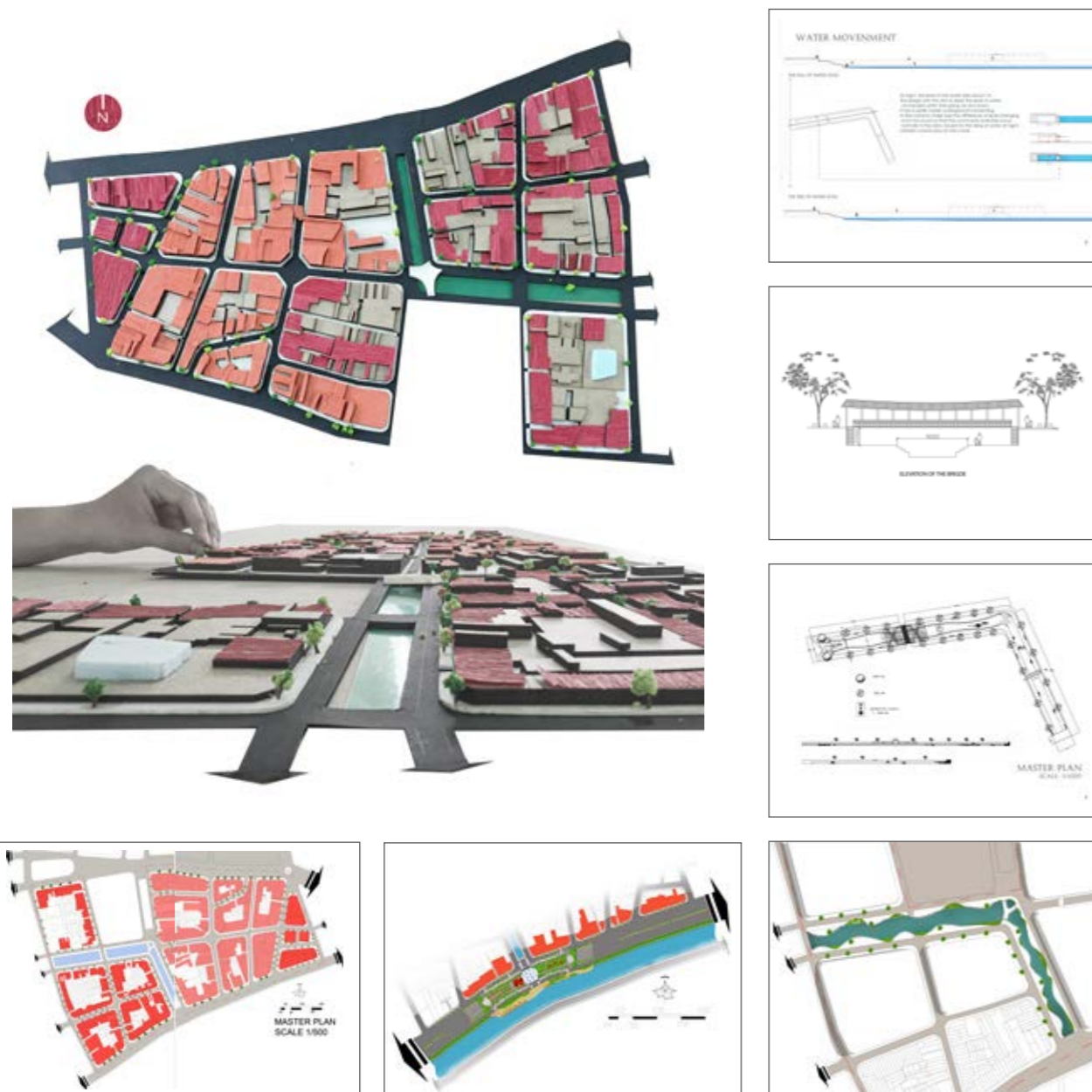


Fig Objectives in design concept. My part in team is to rennovate Bai Say Canal as becoming a sustainable public realm

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.

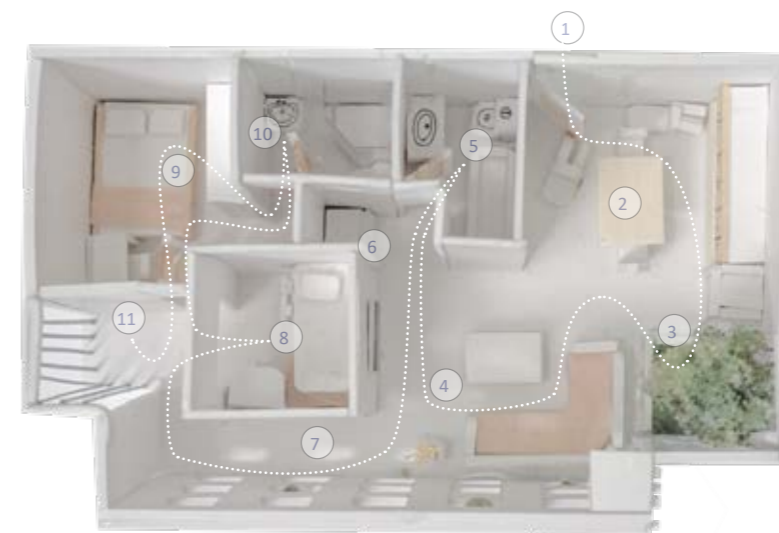
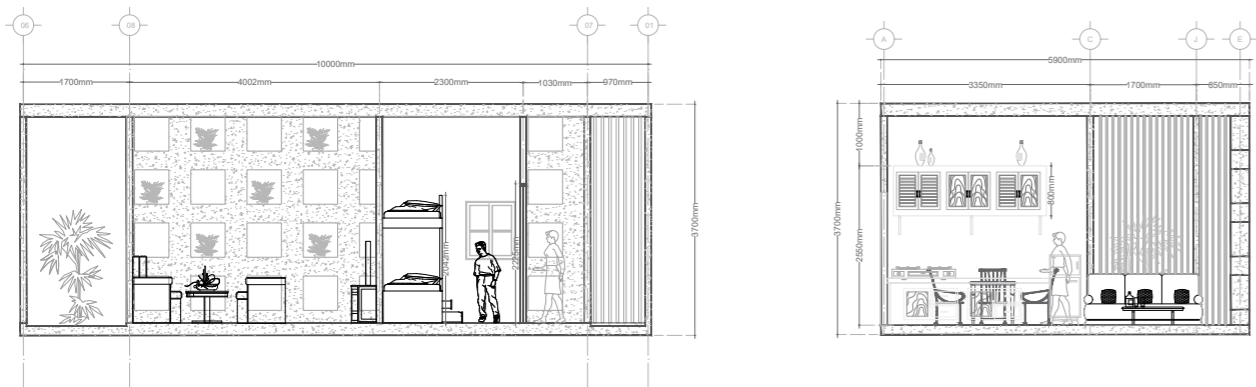
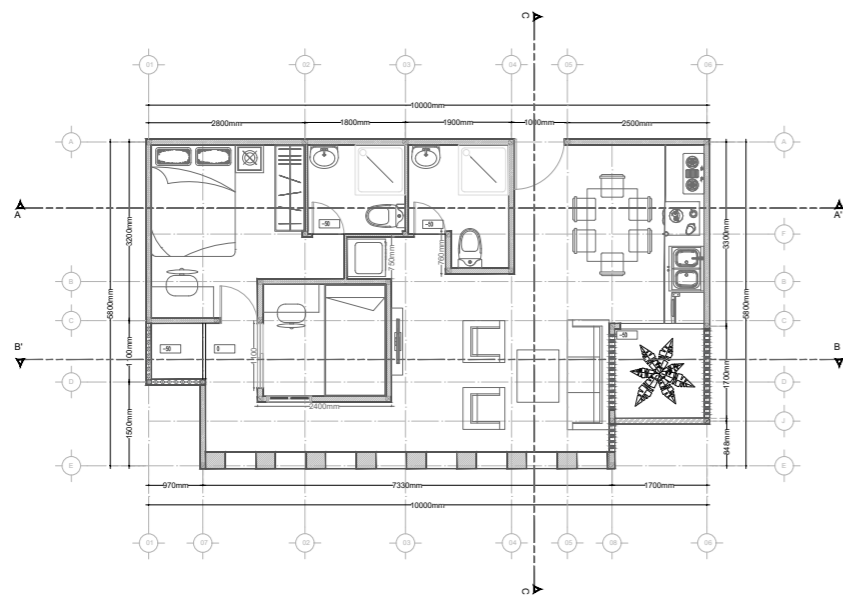
At night, the reverse effect of this typology creates a unique facade for the whole building, still it preserves privacy for occupants living inside.

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

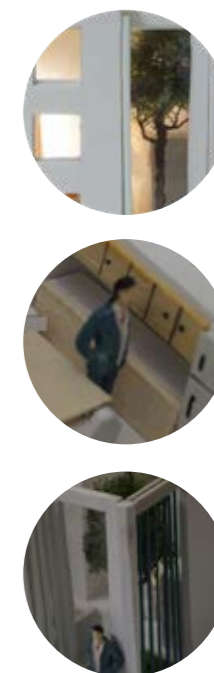
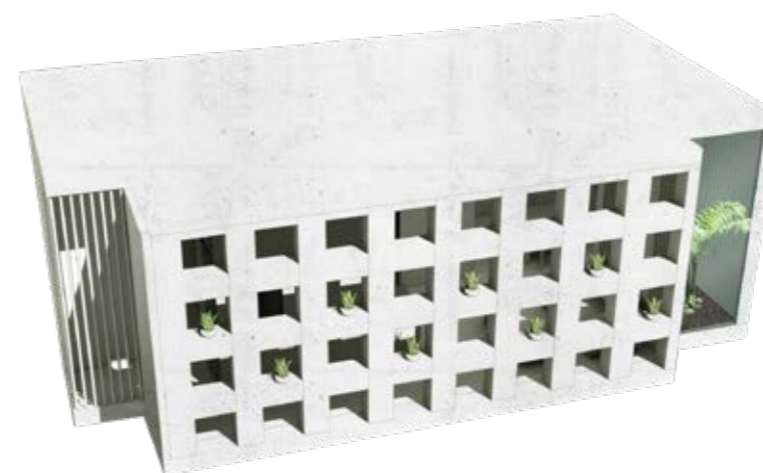
The rest of the flat is divided into functions:

- 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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