



HOA VO

Assistant Professor, Ph.D., Interior Design

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RESEARCH INTERESTS

- Adaptive Technologies in Teaching (Augmented-reality, Virtual-reality, Digital Modeling and Fabrication).
- Creativity and Feedback Practices.
- Physical Experiences in the Built Environment.
- Intersectional Collaborations (Design, Technology, Cultural Sensitivities).
- Accessibility and Equity in Design.

EDUCATION

Ph.D. Interior Design (major) 2021

Educational Psychology (minor)

University of Minnesota, Twin Cities, USA.

Dissertation: [Feedback and Creativity in Interior Design Studio: A Case study-Mixed methods of a Junior Level Light Fixture Project.](#)

M.F.A. Fine Arts Theories and History 2014

Ho Chi Minh City University of Fine Arts, Vietnam.

B.A. Interior Design 2010

University of Architecture Ho Chi Minh City (UAH), Vietnam.

EMPLOYMENT

Georgia State University, Atlanta 2021 – present

Assistant Professor in Interior Design, [Welch School of Art and Design.](#)

University of Minnesota, Twin Cities 2017 – 2021

Research Assistant, [College of Design.](#)

University of Minnesota, Twin Cities 2016 – 2021

Graduate Instructor & Teaching Assistant, [College of Design.](#)

University of Architecture Ho Chi Minh City 2011 – 2016

Faculty Member, [Department of Interior Architecture.](#)

PEER-REVIEWED JOURNAL ARTICLES*

2021 Vo, H. & Asojo, A. (2021). Feedback in interior design studio and students' creativity. *Journal of Creativity, 31*, 100009.

- <https://doi.org/https://doi.org/10.1016/j.yjoc.2021.100009>
- 2021 Asojo, A., Vo, H., & Bae, S. (2021). The Impact of Design Interventions on Occupant Satisfaction: A Workplace Pre-and Post-Occupancy Evaluation Analysis. *Sustainability* (5-Year Impact Factor: 3.47), 13(24), 13571. <https://doi.org/10.3390/su132413571>
- 2021 Asojo, A. O. & Vo, H. (2021). Pedagogy + Reflection: A Problem-Based Learning Case in Interior Design. *International Journal of Designs for Learning*, 12(2), 1-14. <https://doi.org/10.14434/ijdl.v12i2.25372>
- 2019 Asojo, A. O. & Vo, H. (2019). [STEM Experiences for Underrepresented K-12 Students in Minnesota Using Maker Mindset](#). *IDEC Exchange: a forum for Interior Design Education*, 2, 10-11.
- 2018 Asojo, A. O. & Vo, H. (2018). [Practitioner Feedback and Interior Design Students' Creativity in a Lighting design course](#). *Journal of Fine Arts*, 1(2), 38-43.
- 2018 Vo, H., & Asojo, A. O. (2018). [Feedback Responsiveness and Students' Creativity](#). *Academic Exchange Quarterly* (Google Scholar Metrics: h5-index), 22(1), 53-57.

PEER-REVIEWED BOOK CHAPTERS*

- 2021 Asojo, A. O. & Vo, H. (2021). Using the Maker Mindset to Build Bridges to Design Careers for Underrepresented K-12 Students in Minnesota. In M. Delong, A. Asojo, S. Chu, T. Fisher, B. Hokanson, C. Strohecker (Eds.), [The College of Design Anniversary Compendium. Design: Thinking and Making at a Community-Engaged University](#) (pp. 180-190). University of Minnesota.
- 2021 Asojo, A. O., Vo, H., Bae, S., Hetherington, C., Cronin, S. E., & Myers, J. L. (2021). [Building Community and Fostering Health and Well-Being through a Collaborative School Based Project](#). In G. S. Zaman (Ed.), *Outpatient Care*. Intech Open. <https://doi.org/10.5772/intechopen.97525>

PEER-REVIEWED CONFERENCE PAPERS*

- 2020 Asojo, A. O., Vo, H. & Bae, S. (2020, October 5 – 9). Sustainable Post-Occupancy Evaluation Survey (SPOES): An Approach to Human Factors in Minnesota State-funded Buildings. In *Proceedings of the 2020 Human Factors and Ergonomics Society (HFES) 64th International Annual Meeting* (pp.1120-1124). Sage. <https://doi.org/10.1177/1071181320641269>
- 2020 Vo, H. (2020, July 16 – 20). Interest in Design Studios: A Theoretical Framework of Teaching Creativity for Millennials and Generation Z. In *Proceedings of the 2020 International Conference on Applied Human Factors and Ergonomics* (pp. 152-158). Springer, Cham. https://doi.org/10.1007/978-3-030-51626-0_18
- 2019 Asojo, A. O., Vo, H. & Bae, S. (2019, July 18 – 20). [A Human-centric Qualitative Analysis of Electric and Daylighting interventions in workplace buildings](#). In *Proceeding of the 2019 ISBS 4th International Sustainable Buildings Symposium* (pp. 3-12). Dallas, TX: Intech Open.
- 2019 Vo, H. (2019, June 23 – 26). Feedback and Creativity: A Practice-Exploration in Design Studios. In *Proceedings of the 12th Conference on Creativity and Cognition 2019* (pp. 675-680). San Diego, CA: ACM. <https://doi.org/10.1145/3325480.3326557>

PEER-REVIEWED CONFERENCE PRESENTATIONS*

- 2022 Vo, H. & Ahmed, N. (2022, June 1 – 4). *The Use of ArcGIS and Story Map in Research-Based Design: A Focus Group Interview Study*. [The 53rd Annual Conference of the Environmental Design Research Association](#). Greenville, South Carolina.
- 2022 Vo, H. & Asojo, A. O. (2022, Mar 1 – 4). *Feedback Accountability: Conversational Analysis of the Instructor-Student Interaction in Interior Design Studio*. [2022 Interior Design Educators Council Annual Conference](#) (IDEC).
- 2022 Asojo, A. O., Vo, H., Clarkson, K., & Lekan-Kehinde, M. (2022, Mar 1 – 4). *Bridging the Digital Divide in Interior Design through an Immersive Maker Program for Underrepresented Students*. [2022 Interior Design Educators Council Annual Conference](#) (IDEC).
- 2021 Asojo, A. O., Clarkson, K., & Vo, H. (2021, November 3, 10, & 11). *Building Bridges to Design and STEAM Careers for BIPOC Youth in Minnesota*. 2021 A'21 MN The Minnesota Conference on Architecture.
- 2021 Asojo, A. O. & Vo, H. (2021, July 12 – 15). *ArcGIS/Story Map: Designing a STEM Center for Underrepresented Youth*. [2021 Esri User Conference \(Esri UC\)](#).
- 2021 Asojo, A. O., Fisher, T., Singh, V., Vo, H., Piatt J., & Dong J. (2021, March 2 – 5). *The Role of Interior Design in Promoting Health, Safety, and Well-being in a Pandemic Era*. 2021 Interior Design Educators Council Annual Conference (IDEC).
- 2020 Asojo, A. O. & Vo, H. (2020, October 2 – 9). *Virtual Building Bridges to STEAM/ STEM Careers for Minority Students Summer Camp*. Interior Design Educators Council 2020 Virtual Fall Symposium. Online.
- 2020 Asojo, A. O. & Vo, H. (2020, July 6 – 7). *Building Bridges to STEM Careers for Minority Students in Minnesota*. 12th International Conference on Education and New Learning Technologies (EDULEARN 20). Online. <https://doi.org/10.21125/edulearn.2020.1729>
- 2020 Asojo, A. O. & Vo, H. (2020, January 16 – 17). *Project-based Experiential Learning Design Environment for a K-12 Museum*. Architecture Media Politics Society (AMPS) Conference of Experiential Design – Rethinking relations between people, objects and environments. Tallahassee, FL.
- 2019 Asojo, A. O., Bae, S. & Vo, H. (2019, November 12 – 15). *Post-Occupancy Evaluation of the Impact of Electric and Daylighting in Workplace Buildings*. [The A'19 MN Minnesota Conference on Architecture](#). Minneapolis, MN.
- 2019 Asojo, A. O., Vo, H. & Bae, S. (2019, August 8 – 10). *A Human-centric Approach to Electric and Daylighting in Workplace Buildings*. 2019 Illuminating Engineering Society's Annual Conference (IES). Louisville, KY.
- 2019 Asojo, A. O., Vo, H. & Kelley, B. (2019, March 6 – 9). [Building Bridges to Interior Design Careers for Underrepresented K-12 Students](#). 2019 Interior Design Educators Council Annual Conference (IDEC). Charlotte, NC.
- 2018 Asojo, A. O., Kelley, B. & Vo, H. (2018, November 8). *Building Bridges to Design Careers for Girls and Women from Indigenous communities and communities of color*. [Women and Girls of Color Engaged Research Symposium](#), Robert J. Jones Urban Research and Outreach-Engagement Center, Twin Cities.
- 2015 Vo, H. (2015). *Educational collaborations between specialized companies and Department of Interior Architecture*. Review of 5 years Applying Innovative Educational Approaches at the University of Architecture Ho Chi Minh City Scientific Conference, Vietnam.

PEER-REVIEWED CONFERENCE POSTERS*

- 2022 Vo. H. (2022, Mar 1 – 4). *Digital Prototyping in Interior Design Studio: Using Gravity Sketch in a Lighting Design Project* [Virtual poster]. [2022 Interior Design Educators Council Annual Conference](#) (IDEC).
- 2021 Vo. H. (2021, November 12). *Feedback as a Social Interaction: The Case in an Interior Design Studio* [Virtual poster]. [Harvard Women in Psychology: Trends in Psychology Summit \(TiPs\)](#).
- 2021 Vo. H. (2021, July 8 – 11). *Feedback and Creativity in Light Fixture Design Projects in Interior Design* [Virtual poster]. [Creativity Conference at Southern Oregon University](#).
- 2021 Vo, H. & Asojo, A. O. (2021, March 2 – 5). [Story Map in Interior Design Studio: A Technology-Oriented Approach for Millennials and Generation Z](#) [Virtual poster]. 2021 Interior Design Educators Council Annual Conference (IDEC).
- 2020 Asojo, A. O. & Vo, H. (2020, March 5). [Building Bridges to Design Careers program. Partnering with Minnesota: Connecting the University with urban, suburban, and rural communities through public engagement](#). University of Minnesota, Twin Cities, MN.
- 2020 Asojo, A. O., Guzowski M., Vo, H. & Bae, S. (2020, March 2 – 5). [Post-Occupancy Evaluation and Integrated Lighting Analysis Strategies: A Classroom Building Case Study](#). 2020 Interior Design Educators Council Annual Conference (pp. 300-301). Tulsa, OK.
- 2020 Asojo, A. O. & Vo, H. (2020, March 2 – 5). [Problem-based Learning in a Collaborative K-12 Museum Design Project](#). 2020 Interior Design Educators Council Annual Conference (IDEC). Tulsa, OK.
- 2019 Asojo, A. O. & Vo, H. (2019, September 26). [Using the Maker Mindset to Build Bridges to Design Careers for Underrepresented K-12 Students in Minnesota. Urban Research and Outreach-Engagement Center Community Day](#). Minneapolis, MN.
- 2019 Vo, H. & Asojo, A. O. (2019, August 13 – 14). [Social Media + Parallel Prototyping: A Light Fixture Classroom Approach](#). MSTL 2019 Minnesota Summit of Learning and Teaching. Minneapolis, MN.
- 2019 Asojo, A. O., Vo, H. & Bae, S. (2019, May 22 – 26). [A Qualitative Analysis of the Impact of Electric and Daylighting in Workplace Buildings](#). The 50th Annual Conference of the Environmental Design Research Association. Brooklyn, NY.
- 2018 Vo, H., & Asojo, A. O. (2018, March 7 – 10). [The Impact of Practitioner Feedback on Interior Students' Creativity in a Lighting Design Studio](#). 2018 Interior Design Educators Council Annual Conference (IDEC). Boston, MA.
- 2017 Vo, H. & Hokanson, B. (2017, October 19 – 20). *How personal motivations of interior design students affect their reactions to instructors' feedback regarding their creative works*. [The 2017 Midwest Regional Conference of the Interior Design Educators Council](#). St. Louis, Missouri.
- 2017 Vo, H. & Asojo, A. O. (2017, May 31 – June 3). *How responsiveness of interior design students toward feedback impacts their creativity*. [The 48th Annual Conference of the Environmental Design Research Association](#). Madison, Wisconsin.
- 2016 Vo, H. (2016, October 6 – 7). *The use of double skin facade in senior living design to synchronize circadian rhythms of an aging population*. [The 6th Interdisciplinary](#)

[Conference of the Aging & Society Research Network](#). Norrköping, Sweden.

TEACHING

- Georgia State University** **2021 – present**
1. **CAD III – ID 4400** **spring 2022**
Computer-aided Drafting & Design III. Industry standards for building constructions, advanced Building Information Modeling (BIM) – Revit, and animated augmented-reality (AR) – Adobe Aero.
 2. **CAD I – ID 3250/6250** **spring 2022**
Computer-aided Drafting & Design I. Basics of Computer-aided Design (CAD): two-dimensional (2D) drawings, three-dimensional (3D) modeling, and virtual reality (VR) – Spatial.
 3. **Lighting Design – ID 4100** **fall 2021**
Lighting Design Principles and Applications. In partnership with Gravity Sketch and collaboration with Creative Media Industries Institute (CMII) and ExLAB Atlanta.
 4. **Portfolio I – ID 4940** **fall 2021**
Research-based Programming for Senior Thesis. Incorporated Concept Map, ArcGIS Online, and StoryMap in pedagogy.
- University of Minnesota** **2016 – 2021**
Graduate instructor/teaching assistant in the Department of Design Housing and Apparel, College of Design.
1. **Interior Design Studio V – IDES 3605** **spring 2021 (hybrid)**
Universal Design in Residential.
 2. **Interior Design Studio I – IDES 1601** **fall 2020 (remote)**
Architectural Drafting and Residential Design.
 3. **Interior Design Studio IV – IDES 2604** **spring 2018/2020 (remote)**
Wall Design/ Building System, Third Place Work Café, and Museum Design/ STEM training hub for underrepresented youth.
 4. **Product Design Studio – PDES 2701** **fall 2019**
Creative Design Methods.
 5. **Interior Design Studio VII – IDES 4607** **fall 2016/2018/2019**
Pop-up Retail, Adaptive Reuse Restaurant, and IDEC student annual competition.
 6. **Interior Design Studio VII – IDES 4607** **fall 2017**
Pop-up Retail, Adaptive Reuse Restaurant, and IDEC student annual competition.
 7. **Interior Design Studio IV – IDES 2604** **spring 2019**
Building system, Third Place Work Café, and Museum Design.
 8. **Interior Design Studio VIII – IDES 4608** **spring 2017**
Senior Thesis: Health care Design.
 9. **Computer Application I – IDES 2622** **spring 2017**

Representations of Building and Interior Design in AutoCAD (2D) and Revit (3D).

Ho Chi Minh City University of Architecture 2011 – 2015

Worked as a faculty member in the Department of Interior Architecture.

1. Design Principles 001 – 003

Practice design principles with geometric shapes via Line, Shape, and Rhythm, Color Theory, and Space.

2. Residential Design

Practice space planning via floor plan, elevation, and section. Represent spatial configurations, materials, and colors in perspectives and models.

3. Small-scale Landscape Design

Practice space planning via floor plan, elevation, and section. Represent spatial configurations, materials, and foliage in perspectives and models.

4. Kindergarten Design

Practice space planning via floor plan, elevation, and section. Represent spatial configurations, materials, and colors in perspectives.

5. Hospitality Design – Hotel and Spa

Practice space planning via floor plan, elevation, and section. Represent spatial configurations, materials, and colors in computer-generated perspectives.

DEVELOPMENT ACTIVITIES

Faculty Teaching & Learning Communities 2021 – present

"Cognitive Effects of Interdisciplinary Learning in College Students," Center for Excellence in Teaching and Learning and Online Education (CETLOE), Georgia State University, USA.

Workshops 2021 - present

"Grant-writing: Refreshing Your Approach," University Research Services & Administration (URSA), Georgia State University, USA (September 9, 2021).

SERVICE

NASAD Preparation Team 2022

Program: Prepared for the National Association of Schools of Art and Design (NASAD) accreditation on March 9 – 11, 2022. Reviewed and discussed with the Area Coordinator and a full-time faculty regarding accreditation materials, organized student works, advised a graduate assistant to display printed materials and models.

Review Graduate Applications 2022 – present

Program: Worked with the Area Coordinator and a full-time faculty in reviewing applications to the M.F.A. Interior Design program and selecting qualified candidates for admissions and nominated for departmental scholarships/awards.

Review Undergraduate Applications 2021 – present

Program: Worked with the Area Coordinator and a full-time faculty in reviewing applications to the B.F.A. Interior Design program and selecting qualified candidates

for admissions and nominated for departmental scholarships/awards.

Catalog and Curriculum Committee 2021 – present

Department: Committee member. Completed reviews and submitted legible course and program changes, submitted catalog and curriculum change proposals to the Welch School of Art and Design.

IDEC Student Competition Reviewer (Volunteer) 2020 – present

“New ways of living, working, and gathering” which embrace Navajo indigenous textile and respond to COVID-19 precautions (2021).

“Socially-sustainable” adaptive reuse in a veteran living community (2020).

Manuscript Reviewer (Editor’s invitation) 2020 – present

Archnet-IJAR: International Journal of Architectural Research, Emerald (2021).

Scientific Reports, Springer Nature (2020).

International Journal of Design Creativity and Innovation, Taylor and Francis (2020).

Abstract Reviewer (Volunteer) 2019 – present

2022/ 2021/ 2020/ 2019 IDEC Annual Conferences.

Abstract Reviewer (Volunteer) 2020

The 52nd EDRA Conference, Detroit, MI.

Research Showcase Judge (Volunteer) 2018 – 2021

2021/2020/2019/2018 Undergraduate Research Symposium, University of Minnesota.

2018 International Graduate Student Research Showcase, University of Minnesota.

Session Moderator (Volunteer) 2017

The 48th EDRA Conference, Madison, WI.

MENTORING

Scholarship, Award, and Graduate Referrer 2021 - present

Wrote a support letter for an undergraduate student for the 2022 [Ty Cobb Foundation Scholarship](#).

Wrote a recommendation letter for an undergraduate student to apply for the Summer 2022 [Masters Architecture - MArch program at Georgia Institute of Technology](#).

Wrote nominations for two undergraduate students for the 2022 Metropolis Future 100 list, which honors the top 100 architecture and interior design in North America. One student made the list and was featured on the Metropolis magazine March/April print and online issues.

M.F.A. Committee 2021 – present

Served on the thesis committee, mentored and supervised an M.F.A candidate to develop research instruments, gain IRB approval, collect data, and report results on the topic of graduate student housing. Supported the M.F.A candidate to plan, gather equipment, and execute a Virtual Reality interactive section in their Master thesis exhibition.

Undergraduate Research Mentor 2021 – present

Mentored one undergraduate student on submitting a senior thesis presentation at the [2022 ESRI User Conference](#) and six undergraduate students presenting their

senior theses to the [2022 Georgia State Undergraduate Research Conference](#) (GSURC).

Scholarship and Internship Referrer 2020

Wrote reference letters for two undergraduate students for the [NEWH, INC. Clifford R. Tuttle Scholarship sponsored by Deborah Lloyd Forrest and Thomas Scott](#) (\$5,000) and [Virtual Internship via the Centres for Academic Programmes Abroad \(CAPA\)](#).

Undergraduate Research Mentor 2019

Undergraduate Research Opportunities Program (UROP), University of Minnesota. Mentored and supervised two undergraduate students with the lead of Dr. Abimbola O. Asojo in the two projects *Human-centric Lighting Design for Comfortable and Healthy Living Space* and [Smart Technology and Lighting System Integration](#).

GRANTS

Scholarship and Creative Project Grant 2020

Department of Design Housing and Apparel, College of Design, University of Minnesota.

For the data collection (\$300) of the dissertation *Feedback and Creativity in Interior Design Studio: A Case study-Mixed methods of a Junior Level Light Fixture Project*.

AIA Upjohn Research Initiative 2020

American Institute of Architects (not funded).

Principal Investigator: Anna Pravinata, Abimbola Asojo

For the proposal (\$60,000) *An Integrated Approach of using Environmental Sensing and Human Perception as Drivers for Improving Indoor Environmental Quality Factors during a Pandemic*.

Conference Travel Grant 2018 – 2020

Department of Design Housing and Apparel, College of Design, University of Minnesota.

The 2020 IDEC Annual Conference, Tulsa, OK (\$1000), to present *Problem-based Learning in a Collaborative K-12 Museum Design Project* [Poster] and *Post-Occupancy Evaluation and Integrated Lighting Analysis Strategies: A Classroom Building Case Study* [Poster].

The 50th EDRA Conference 2019, Brooklyn, NY (\$500), to present *A Qualitative Analysis of the Impact of Electric and Daylighting in Workplace Buildings* [Poster].

The 2019 IDEC Annual Conference, Charlotte, NC (\$1000), to present *Building Bridges to Interior Design Careers for Underrepresented K-12 Students* [Presentation].

The 48th EDRA Conference 2017, Madison, WI (\$800), to present *How responsiveness of interior design students toward feedback impacts their creativity* [Poster].

Collaborative Project Grant for Students, Team 2020

College of Design, University of Minnesota.

For the research on *Food Aesthetic and Food Waste with StoryMaps and ArcGIS* (\$1500).

Graduate Symposium Travel Grant 2019
 National Science Foundation (NSF).
 The 2019 Creativity & Cognition (C&C), San Diego, CA (\$1000) to present *Feedback and Creativity: A Practice-Exploration in Design Studios* [Paper].

Scholarship and Creative Project Grant 2018
 Department of Design Housing and Apparel, College of Design, University of Minnesota.
 For the project (\$165) [Using Scaffolded Feedback to Leverage Students' Creativity in a Lighting Design Class](#).

AWARDS

Outstanding Graduate Student Award 2021
 For [exceptional leadership and academic accomplishments](#) in the doctoral level at the University of Minnesota, Twin Cities.

Metropolis Future 100 2021
 For the top 100 graduating students from architecture and interior design programs in the United States and Canada. [Metropolis magazine](#) features an impressive group of rising leaders that is defining and reimagining the practice of architecture and interior design – one of beautiful, thoughtful, innovative, sustainable, and inclusive design, on the March/April issue (both in print and online).

President's Student Leadership & Service Award (PSLSA) 2020
 For the accomplishments and contributions of [outstanding student leaders](#) at the University of Minnesota, Twin Cities.

Thank A Teacher Letter and Certificate 2019 – 2020
 For outstanding teaching and dedication to help students learn at the University of Minnesota, Twin Cities. Three times nominated by students and recognized by the [Center for Educational Innovation](#) and the Provost's office.

Student Academic Excellence 2019
 For the [exceptional work from a current student](#) in the College of Design, University of Minnesota, Twin Cities.

Mary Hoover Award for Teaching Excellence 2018
 For exemplifying a spirit of innovative and provocative teaching techniques with a caring, enthusiastic, and encouraging attitude toward students and a professional interaction with peers and other faculty in the Department of Design, Housing, and Apparel, College of Design, University of Minnesota, Twin Cities.

Rediscovery Contest, 1st place, team 2012
 For the design and prototype of [Bobbin Lamp](#) from sustainable and reclaimed materials, AkzoNobel + Vietnam Architecture Exhibition, Vietnam.

Natural Emotion Contest, 1st place, team 2012
 For the painting, [Green Bud](#), handcrafted from newspapers and reused woods, AkzoNobel + Vietnam Architecture Exhibition, Vietnam.

Loa Thanh National Annual Award, 3rd place 2010
 For the [exceptional thesis](#) of undergraduate students in Architecture and Interior

Design, Vietnam.

DESIGN WORK

Interior Designer

2019

Family Social Science Department, University of Minnesota

Consulted and redesigned 2 meeting rooms and 2 graduate student rooms. The works included client interviewing, trend researching, space planning, furniture and materials specifying, and budgeting.

Retail Merchandising Program, University of Minnesota

Consulted and redesigned Center for Retail Design and Innovation (1 meeting room, 1 reception area, and 1 interactive workspace). The works included client interviewing, trend researching, space planning, furniture and materials specifying, and budgeting.

Part-time Interior Designer

2012 – 2015

LTA Architecture, Ho Chi Minh City, Vietnam

Designed solutions, produced 3D renderings, specified furniture, fixture and equipment in the residential sector.

Cat Thanh Gia Dinh Investment & Construction, Ho Chi Minh City, Vietnam

Collaborated with architects and construction engineers, worked with material and furniture suppliers in the hospitality sector.

Freelance Interior Designer

2009 – 2015

Consulted customers, conducted site inspections, contacted suppliers for clients and companies in the residential and hospitality sectors.

Educational Collaborator

2015

Facilitated the collaboration between the Department of Interior Architecture, Ho Chi Minh City University of Architecture, and Blum Vietnam, a branch of the German-based kitchen fixtures company, including a showroom tour, expert mentors, and a kitchen design competition for students.

CERTIFICATES & TRAINING

Augmented and Virtual Reality

2020

Certified by LinkedIn Learning for completing 3 courses including Virtual Reality Foundations, 3D Content Creation for Virtual Reality, Virtual & Augmented Reality for 3D.

Introduction to Twinmotion

2020

Badges earned from Unreal Online Learning, Epic Games (3 hours for interface, tools, assets, materials, landscape, entourage, lighting, images, movies, animations, and VR applications).

Going Places with Spatial Analysis

2020

Certified by Esri for completing 6 weeks of the online course on collecting, analyzing, and presenting geographical/social data via StoryMaps and ArcGIS Online, Esri's cloud-based mapping and analytics platform.

Introduction to Human Behavioral Genetics 2020

Certified by Coursera, University of Minnesota for completing 8 weeks of the online course on the origins of individual differences in behavioral traits.

Creative Problem Solving 2020

Certified by Coursera, University of Minnesota for completing 4 weeks of the online course on creativity building exercises, divergent thinking engines, and problem-solving assignments.

Equity and Diversity Certificate Program 2019

Certified by the Office for Equity and Diversity, University of Minnesota for completing 30 hours of workshops on collective access, bias, gender equity, LGBTQIA, ally, race, religion, privilege, classism, and ableism.

Remote and Online Learning Series 2020

Be Present Online: Communication With Students; Creating learning-centered Syllabuses; Facilitating Student Engagement in Synchronous Zoom Sessions; Flexible Assignments and Assessments; Motivating Students with Feedback; Pedagogical Innovations Journal Club.

StoryMaps - An Introduction 2018

Developing curriculums with StoryMaps and ArcGIS Online.

Teaching with StoryMaps 2018

Integrating and grading assignments with StoryMaps and ArcGIS Online.

Visualizing Data with ggplot 2 2018

Learning the grammar of graphics, scatter, bar, text, and heat map plots in RStudio.

Manipulating Data with dplyr 2018

Making data subset, order, and aggregation in RStudio.

TECHNICAL SKILLS

Data Analysis and Visualization

ArcGIS Online – StoryMaps, NVivo, RStudio, Tableau Public.

Fabrication

3D Printing, CNC, Laser Cutting, Photogrammetry Scanning, Light Detection and Ranging (LiDAR) Scanning (Polycam), Resin Mold Casting.

Media

Adobe Illustrator, Adobe Lightroom, Adobe Photoshop, Adobe Aero, Adobe Dimension, ArtRage, CorelDraw, Davinci Resolve, Photography (DSLR), Inkscape, Wix, WordPress.

Modeling and Rendering

3ds Max, AutoCAD, Enscape, Fusion 360, Tilt Brush, Gravity Sketch (in Oculus Quest 2), Marvelous Designer, Revit, Rhino, SketchUp, Twinmotion, Vray, Unreal Engine.

Office

Excel, MS Word, PowerPoint.

PORTFOLIO

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