



HOA VO

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RESEARCH INTERESTS

- Adaptive Technologies in Teaching (Artificial Intelligence, 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*

- 2022** Vo, H. (2022). Design for Industry 4.0: Gravity Sketch and 3-D printing in a Luminaire Design Project. *Journal of Engineering, Design and Technology* (Cite Score: 2.6), (ahead-of-print). <https://doi.org/10.1108/JEDT-01-2022-0053>

- 2022** Vo, H. & Huesemann-Odom, P. (2022). Using Interaction Geography to Explore Building Occupant Behaviors in Virtual Reality: A Pilot Study. *Journal of Engineering Research and Sciences*, 1 (11), 1–7.
<https://doi.org/10.55708/js0111001>
- 2022** Asojo, A. O., Vo, H., Fisher, T., & S, V. Singh (2022). Shaping Health and Well-Being in a COVID Era: The Role of Design. *Archnet-IJAR: International Journal of Architectural Research* (Cite Score: 2.5), 16 (3), 473–494.
<https://doi.org/10.1108/ARCH-01-2022-0019>
- 2021** Vo, H. & Asojo, A. O. (2021). Feedback in Interior Design Studio and Students' Creativity. *Journal of Creativity*, 31, 100009.
<https://doi.org/10.1016/j.yjoc.2021.100009>
- 2021** Asojo, A. O., 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>
- 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*

- 2022** Vo, H. & Huesemann-Odom, P. (in press). Virtual Reality and Creativity: Lessons Learned from a Luminaire Design Project. In M. Van Wyk (Ed.), *Technology for Learning*. Intech Open.
- 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 ESSAYS*

- 2022** Vo, H. & Tabb, A. E. (2022). The Right to Access: A Case for Adult Performance Venue. *IDEC Exchange: a forum for Interior Design Education*, 2, 12–13.
- 2022** Vo, H. (2022). [Augmented Reality: A Wood Joint Assignment](#). *IDEC Innovative Teaching Ideas*. Interior Design Educators Council.
- 2021** Vo, H. (2021). [Comments featured in A New Conversation: Celebrating 60 years of IDEC](#). *IDEC Exchange: a forum for Interior Design Education*, 1, 8–12.
- 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.

PEER-REVIEWED CONFERENCE PAPERS*

- 2022** **Vo, H.** (2022, July 19 – 22). Interior Design Studio in the New Normal Era: A Virtual Reality Case Study. In *Proceedings of the 2022 International Symposium on Educational Technology (ISET)* (pp. 168-172). IEEE.
<https://doi.org/10.1109/ISET55194.2022.00043>
- 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.** & Van Boekel, M. (2022, July 19 – 21). *Virtual Reality + Think-aloud: Assessing User Perceptions of the Interior Spaces*. [The 32nd Annual Meeting of the Society for Text and Discourse \(2022 ST & D\)](#). Online.
- 2022** **Vo, H.** (2022, July 15 – 17). *Creativity in Industry 4.0: Virtual Reality and 3-D printing in a Luminaire Design Project*. [2022 Creativity Conference at Southern Oregon University](#). Online.
- 2022** **Vo, H.** & Degner, M. (2022, July 9 – 12). *Using ArcGIS Online & StoryMap in Interior Design: An LGBTQIA+ Community Center*. 2022 Education Summit at ESRI User Conference. San Diego, CA. [accepted, unable to present]
- 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). Online.
- 2022** Asojo, A. O., **Vo, H.**, & 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). Online.
- 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. Minneapolis, MN.
- 2021** Asojo, A. O. & **Vo, H.** (2021, July 12 – 15). *ArcGIS/Story Map: Designing a STEM Center for Underrepresented Youth*. [2021 Esri User Conference \(Esri UC\)](#). Online.
- 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]. [2021 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].

*First author is the corresponding author

- 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.
- 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.
- 2019** Asojo, A. O. & **Vo, H.** (2019, March 1 – 3). *Design + Context: Problem Based Learning in a Design Studio. The 13th International Conference on Design Principles & Practices.* St Petersburg, Russia.
- 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 II – ID 4350/6350

fall 2022

Computer-aided Drafting & Design II: cross-listed for undergraduate and graduate students. Served as an Assistant Professor in this 2-credit studio with 22 students. Taught advances in Computer-aided Design (CAD) on two-

dimensional (2D) rendering (in Photoshop) and three-dimensional (3D) modeling with visualization in Revit, Enscape, and Twinmotion. Invited prominent academics to discuss the role of CAD competencies in research and design with students.

2. **CAD III – ID 4400** **spring 2022, 2023**
Computer-aided Drafting & Design III. Served as an Assistant Professor in this 2-credit studio with 20 students. Prepared students with industry standards for building constructions through teaching advanced Building Information Modeling (BIM) in Revit and animated Augmented Reality (AR) in Adobe Aero.
3. **CAD I – ID 3250/6250** **spring 2022**
Computer-aided Drafting & Design I: cross-listed for undergraduate and graduate students. Served as an Assistant Professor in this 2-credit studio with 21 students. Taught basics of Computer-aided Design (CAD) on two-dimensional (2D) layouts and drawings (in InDesign and AutoCAD) and three-dimensional (3D) modeling (in SketchUp). Introduced students to virtual Reality (VR) by creating a VR environment using SketchUp and the Spatial platform. Invited industry experts to discuss CAD competencies and different career choices with students.
4. **Lighting Design – ID 4100** **fall 2021, 2022**
Lighting Design Principles and Applications. Served as an Assistant Professor in this 2-credit studio with 20 to 21 students. Taught basic concepts of light, lamp, luminaire, daylight, lighting calculations, and design documentation. Facilitated students using Midjourney, an Artificial Intelligence (AI) tool, for ideation. Instructed 3-D modeling in Virtual Reality (Oculus Quest 2) in partnership with Gravity Sketch and in collaboration with Creative Media Industries Institute (CMII). Collaborated with ExLAB to 3-D print student works. Coordinated field trip to lighting company and invited industry experts to critique student works. Gave feedback/desk critique and graded student works. Instructed students to attend the Robert Bruce Thompson Annual Student Light Fixture Design Competition in 2022.
5. **Portfolio I – ID 4940** **fall 2021**
Research-based Programming for Senior Thesis. Served as an Assistant Professor in this 3-credit studio with 18 students. Incorporated Concept Map, ArcGIS Online, and StoryMap in pedagogy. Coordinated database search, citation, writing, and StoryMap workshops with the College librarian. Invited industry experts to give presentations and critique student works. Gave feedback/desk critique and graded student works. Instructed students to attend the Georgia State Undergraduate Research Conference (GSURC).

University of Minnesota **2016 – 2021**

Graduate instructor/teaching assistant in the Department of Design Housing and Apparel, College of Design. Met with students in time-intensive studios twice a week (3 hours each), prepared teaching materials, and graded assignments for 4 hours per week. Total work per semester ranged from 195 to 273 hours.

6. **Interior Design Studio V – IDES 3605** **spring 2021 (hybrid)**

Universal Design in Residential. Served as a teaching assistant in this 4-credit design studio with 30 students. Managed the Canvas course site, troubleshooted for Revit and Enscape, gave feedback/desk critique, and graded assignments.

7. Interior Design Studio I – IDES 1601 fall 2020 (remote)

Architectural Drafting and Residential Design. Worked as a graduate instructor in this 4-credit design studio with 17 students. Connected and invited practitioners as guest speakers to give students networking and industry exposure. Prepared course materials, developed the Canvas course site, advised students with step-by-step drafting and space planning instructions, and graded assignments.

8. 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. Worked as a graduate instructor in this 4-credit design studio with 13 – 15 students. Worked closely with the lead faculty to develop the course syllabus, assignments, and lectures. Connected and invited external experts to mentor students, prepared the Canvas course site, troubleshooted for Revit, Enscape, BIM360, StoryMaps, and ArcGIS, gave feedback/desk critique, and graded assignments.

9. Product Design Studio – PDES 2701 fall 2019

Creative Design Methods. Served as a teaching assistant in this 3-credit design studio with 112 students. Worked closely with the lead faculty, the instructor, and two other teaching assistants in preparing and facilitating class activities. Administered class attendance, prepared the Canvas course site, troubleshooted for Medium, and Survey Monkey, gave feedback/desk critique, and graded assignments.

10. Interior Design Studio VII – IDES 4607 fall 2016/2018/2019

Pop-up Retail, Adaptive Reuse Restaurant, and IDEC student annual competition. Served as a teaching assistant in this 4-credit design studio with 22 –30 students. Worked closely with the instructor to develop the course syllabus and assignments. Connected and invited external experts to mentor students, prepared the Canvas course site, troubleshooted for Revit and Enscape, gave feedback/desk critique, and graded assignments.

11. Interior Design Studio VII – IDES 4607 fall 2017

Pop-up Retail, Adaptive Reuse Restaurant, and IDEC student annual competition. Worked as a graduate instructor in this 4-credit design studio with 14 students. Worked closely with the lead faculty to develop the course syllabus, assignments, and lectures. Developed the Canvas course site, troubleshooted for Revit, and Enscape, advised students with modeling techniques, gave feedback/desk critique, and graded assignments.

12. Interior Design Studio IV – IDES 2604 spring 2019

Building system, Third Place Work Café, and Museum Design. Served as a teaching assistant in this 4-credit design studio with 24 students. Prepared the Canvas course site, troubleshooted for Revit, Enscape, and BIM360, gave feedback/desk critique, and graded assignments.

13. Interior Design Studio VIII – IDES 4608 spring 2017

Senior Thesis: Health care Design. Served as a teaching assistant in this 4-credit design studio with 22 students. Prepared the Canvas course site, troubleshoot for Revit, advised students with technical drawings, gave feedback/desk critique, and graded assignments.

14. Computer Application I – IDES 2622 spring 2017

Building and Interior Design Representations in CAD (2D) and Revit (3D). Served as a teaching assistant in this 2-credit design studio with 24 students. Advised students with step-by-step instructions for CAD and Revit and graded assignments.

Ho Chi Minh City University of Architecture 2011 – 2015

Worked as a faculty member in the Department of Interior Architecture, developed course syllabus, assignments, and lectures, from sophomore to junior level studios with 15 – 20 students each.

1. Design Principles 001 – 003

Practice design principles with geometric shapes via Line, Shape, and Rhythm assignments (001 – 2D black-and-white drawings), Color Theory assignments (002 – 2D color drawings), and Space assignments (003 – 3D scale models). Advised students with step-by-step instructions, troubleshoot modeling techniques, and graded assignments.

2. Residential Design

Practice space planning and clearances via floor plan, elevation, and section. Represent spatial configurations, materials, and colors via two-point perspectives and to-scale models. Gave feedback/desk critique, troubleshoot for hand drawing and modeling techniques, and graded assignments.

3. Small-scale Landscape Design

Practice space planning and clearances via floor plan and elevation. Represent spatial configurations, materials, and foliage via two-point perspectives and to-scale models. Gave feedback/desk critique, troubleshoot for hand drawing and modeling techniques, and graded assignments.

4. Kindergarten Design

Practice space planning and clearances via floor plan, elevation, and section. Represent spatial configurations, materials, and colors via two-point perspectives. Gave feedback/desk critique, troubleshoot for hand drawing techniques, and graded assignments.

5. Hospitality Design – Hotel and Spa

Practice space planning and clearances via floor plan, elevation, and section. Represent spatial configurations, materials, and colors via computer-generated perspectives. Gave feedback/desk critique, troubleshoot for 3ds Max, Vray, and graded assignments.

GRANTS

CETLOE Mini-Grant

2022

Principal Investigator: Hoa Vo
Center for Excellence in Teaching, Learning, and Online Education (CETLOE), Georgia State University.

For Teaching Assistant, equipment, and supplies (\$3,500) for the teaching initiative
Virtual Reality + 3-D Printing in Luminaire Design Project.

Summer Research Fund 2022

Welch School of Art and Design, College of the Arts, Georgia State University.

Principal Investigator: Hoa Vo

For equipment and summer salary (\$5,000) of the research initiative *Virtual Reality + Think-aloud: Assessing User Perceptions of the Interior Spaces.*

Research Initiation Grant (RIG) FY23 2022

University Research Services & Administration (URSA), Georgia State University (not funded).

Principal Investigator: Hoa Vo

For faculty and mentor summer salary, graduate research assistant, supplies, and participant compensations (\$18,339.99) of the research initiative *Virtual Reality + Think-aloud: Assessing User Perceptions of the Interior Spaces.*

IDEC Special Project Awards 2022

Interior Design Educators Council (not funded).

Principal Investigator: Hoa Vo

For (\$2,997) for the teaching initiative *Virtual Reality + 3-D Printing in Luminaire Design Project.*

Scholarship and Creative Project Grant 2020

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

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 Food Aesthetic and Food Waste research *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

College of Design, University of Minnesota.

For the project (\$165) *Using Scaffolded Feedback to Leverage Students' Creativity in a Lighting Design Class*.

AWARDS

Thank A Teacher Letter 2022

For dedication to helping students learn at Georgia State University. Two times nominated by students and recognized by the Center for Excellence in Teaching, Learning, and Online Education (CETLOE).

Outstanding Graduate Student Award 2021

For [exceptional leadership and academic accomplishments](#) at 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 defining and reimagining the practice of architecture and interior design – one of beautiful, thoughtful, innovative, sustainable, and inclusive design, in 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 helping 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 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.

MEDIA

Mangle, T. (2022, October 17). [College of the Arts Faculty Steep in Scholarly Activity and Research](#). College of the Arts. Georgia State University News.

Mangle, T. (2022, October 4). [Artistic voices: Professor Hoa Vo – Teaching Interior Design with VR and 3-D printing](#). College of the Arts. Georgia State University News.

Allred, L. (2022, March 16). [Kyle Vice is Designing an Inclusive Future for All](#). College of the Arts. Georgia State University News. [Student nomination for the 2022 Metropolis Future 100 list – awarded]

MENTORING**Scholarship, Award, and Graduate Referrer 2020 - present**

Wrote a nomination for one undergraduate student for the 2023 Metropolis Future 100 list, which honors North America's top 100 architecture and interior design.

Wrote a recommendation letter for an alumnus applying for the [2023 British Architectural Library Trust \(BALT\) Fellowship program](#) in London.

Wrote a recommendation letter for an undergraduate student applying for the 2022 position of Student Representative to the Board (SRB), American Society of Interior Design (ASID).

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

Wrote a recommendation letter for an undergraduate student applying 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 North America's top 100 architecture and interior design. [One student made the list](#) and was featured in Metropolis magazine's March/April print and online issues.

Wrote reference letters for two undergraduate students for the 2020 [NEWH, INC. Clifford R. Tuttle Scholarship sponsored by Deborah Lloyd Forrest and Thomas Scott](#) (\$5,000) and the 2020 [Virtual Internship via the Centres for Academic Programmes Abroad \(CAPA\)](#).

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 in 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). One student won First Place and awards in Diversity, Equity, and Inclusion, and Sustainability Categories with the project "Development Without Displacement: A Buford Highway Corridor Community Center." Another student won an award in Sustainability Category with the project "The HIVE: Sustainable LGBTQIA+ Community Center."

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](#).

SERVICE**Advising Undergraduate Students** 2022 – present

Program-level: Advise 33 undergraduate students in two new Interior Design cohorts.

Hiring Committee for Assistant Professor in Textiles 2022 – present

Department-level: Committee member with voting right. Review applications and interview candidates. Attend meetings with the committee.

Welch Fund and Graduate Program Review Committee 2022 – present

Department-level: Committee member with voting right. Regulate and review changes regarding endowments, recruitment, retention, stipend, and awards for graduate students. Attend meetings with the committee.

NASAD Preparation Team 2022

Program-level: Faculty member. Review program descriptions. Collect and display student works. Attend meetings with NASAD visiting team.

Catalog and Curriculum Committee 2021

Department-level: Committee member. Regulate and review changes regarding course descriptions, modalities, and credit requirements.

IDEC Student Competition Reviewer (Volunteer) 2020 – present

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

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

Manuscript Reviewer (Editor's invitation) 2020 – present

Frontiers in Computer Science (Human-Media Interaction section); Frontiers in Built Environment; Journal of Engineering, Design and Technology—Emerald; Designs—MDPI; Indoor and Built Environment—SAGE; International Journal of Environmental Research and Public Health (IJERPH)—MDPI (2022).

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

Scientific Reports—Springer Nature, International Journal of Design Creativity and Innovation—Taylor and Francis (2020).

Abstract Reviewer (Volunteer) 2019 – present

2023 IDEC Annual Conferences, Vancouver, Canada.
 2022 IDEC Annual Conferences, online.
 2021 IDEC Annual Conferences, online.
 2020 IDEC Annual Conferences, Tulsa, OK.
 2019 IDEC Annual Conferences, Charlotte, NC.

Abstract Reviewer (Volunteer) 2020 – present

The 54th EDRA Conference, Mexico City, Mexico.
 The 52nd EDRA Conference, Detroit, MI.

Research Showcase Judge (Volunteer) 2018 – present

2022 Graduate Conference Research, Scholarship, and Creative Activity, Georgia State University
 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.

PROFESSIONAL WORK

Interior Designer 2019

Family Social Science Department, University of Minnesota

Consulted and redesigned two meeting rooms and two graduate student rooms. The work included client interviewing, trend researching, space planning, furniture and materials specification, and budgeting.

Retail Merchandising Program, University of Minnesota

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

Part-time Interior Designer 2012 – 2015

LTA Architecture, Ho Chi Minh City, Vietnam

Designed solutions, produced 3D renderings, and 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 and worked with material and furniture suppliers in the hospitality sector.

Freelance Interior Designer 2009 – 2015

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

Educational Collaborator 2015

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

design competition for students.

CERTIFICATES & TRAINING

Creating an Architectural Interior Real-Time Project 2022

Badge earned from Unreal Online Learning, Epic Games (course is currently archived for updates).

Creating an Architectural Exterior Real-Time Project 2022

Badge earned from Unreal Online Learning, Epic Games, for completing 32 modules of the course on exterior real-time visualization in Unreal Engine.

Your First Hour in Unreal Engine 4 2022

Badge earned from Unreal Online Learning, Epic Games, for completing 8 modules of the course on the basics of Unreal Engine 4.

Augmented and Virtual Reality 2020

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

Creating Output in Twinmotion 2020

Badge earned from Unreal Online Learning, Epic Games for completing 7 modules of the course focusing on camera settings, weather, lighting, and other effects.

Bringing a Scene to Life in Twinmotion 2020

Badge earned from Unreal Online Learning, Epic Games for completing 14 modules of the course focusing on material settings.

Introduction to Twinmotion 2020

Badge earned from Unreal Online Learning, Epic Games for completing 11 modules of the course focusing on interface, tools, assets, materials, landscape, entourage, lighting, images, movies, animations, and VR applications.

Going Places with Spatial Analysis 2020

Certified by Esri for completing six 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 eight 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 four 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), and Resin Mold Casting.

Media

Midjourney AI, 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 Meta Quest 2), Marvelous Designer, Revit, Rhino, SketchUp, Twinmotion, Vray, Unreal Engine.

Office

Excel, MS Word, PowerPoint.

PORTFOLIO

hoavo.net