# Vien Nguyen **XR DESIGNER**

#### **EXPERIENCE**

**XR Designer /** Numena

Sep, 2021 - Present

Developing spatial concepts and prototyping for virtual and game environments. Iteratively working on VR interactions to elevate the overall UX and playability. Collaborating with developers on cutting-edge VR gameplay ideas, mechanics, and optimization for Oculus Ouest.

#### **Independent Designer**

Mar - Sep, 2021

Mar - Sep, 2019

Developed self-initialized VR experiences / game and an architectural visualization project. Collaborated with Degrees of Freedom Development on top 10 entry for the VR Jam 2021

### **Designer /** Inrestudio

Managed a boutique sushi restaurant and lounge design. Coordinated with HYPEBEAST creative director and local engineers as part of the design development phase.

## **Designer /** Embarc Studio

Jun, 2017 - Apr, 2018

Developed construction documents with senior associates for a wide range of mixed-used projects. Produced high quality renderings for concept design packages to improve approval rate.

## **Designer /** Taylor & Burns Architects

May, 2015 - May, 2016

Managed and coordinated a \$1 million budget residential project in a historical Cambridge. Produced marketing materials for business development, including website revamp.

# **Graphic Designer /** W.A.r journal

Jan, 2013 - Jan, 2015

Reviewed and curated visual contents from academic and professional architecture works. Worked on phases from print layout to launch and distribution of journals.

# **EXHIBITION + COMPETITIONS**

VR Game Jam 2021 Top 10 entry Illuminus Light Festival Boston 2015 Designing for Free Speech Competition AIA NY, Finalist BSA 2013 Student Design Showcase

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#### **EDUCATION**

**UI / UX Design Specialization** CalArts / Coursera

Intro into Experience design SuperHi

Master of Architecture 2017 **B.S. in Architecture 2015** Wentworth Institute of Technology

## **SKILLS + TOOLS**

VR prototyping interaction design UX design wireframing conceptual & spatial thinking visual design hand sketch 3d modelling

Unity . Blender Rhino . Vray AutoCad . Revit Illustrator . Photoshop . InDesign Xd . Figma

## COMMUNITY

# Critroom

A community of designers with passion for tech and interesting side projects