



Hanh-Dung Nguyen

Game designer – Experience designer – Media artist

about

Visuals, sound, interaction and storytelling - I'm a designer who loves to work between art and technologie.

education

MA in Interaction Design
ZHDK, ZH | 2022-2020

BA in Game Design
ZHDK, ZH | 2020-2017

Propaedeutic in Fine Arts
EDHEA, VS | 2017-2016

Further education in digital presence
FocusMedia ZH | now - 07.04.26

PROGRAMS

- 3D visuals, animation and composition (Blender & Unity)
- C# coding in Unity and Arduino
- Adobe and Microsoft programs
- Various collaboration tools and social medias. Open to adapt to the ones you are used to.

LANGUAGES

English

French

German

Vietnamese

work experience

GUEST LECTURER IN IMMERSIVE TECHNOLOGY

HSLU, LU | 2026

GAME DESIGNER & EXPERIENCE DESIGNER

SomebodyElse GmbH, ZH | 2022-2025

UNITY INTEGRATOR

Pixelmolkerei AG, Chur | 2023-2025

TECHNICAL ASSISTANT IN VR

ZHDK, ZH | 2022

FREELANCE GAME DEV, 3D ARTIST AND SOCIAL MEDIA

ZH | 2020

VOLUNTEER AT QG (CONTEMPORARY ART CENTER)

La Chaux-de-Fonds, NE | 2020

STUDENT JOB AT SWATCH GROUP

La Chaux-de-Fonds, NE | summer of 2017 & 2018

exhibitions and residencies

“LIKE WATER” - #HALLOWASSER

5. Forum Gewässerrevitalisierung, Biel/Bienne (BE) | 2024

3D ENVIRONMENTAL DESIGN AND MODELLING

GIFF, Geneva (GE) | 2023

SPARX SPACE RESIDENCY + EXHIBITION

Kaserne Basel, Basel (BS) | 2022

AMAZE FESTIVAL BERLIN

Online | 2020

“EPHEMERE”

Espace Big Bang, Sierre (VS) | 2020

“PUNKT“ AUSTELLUNG 2019

ZHDK, Zürich (ZH) | 2019

“DANS LES JARDINS DE CRITERION“

Maxxx project space, Sierre (VS) | 2017

HOBBY & SPORTS

- Volleyball, swimming, gym
- Being outside or close to animals
- Manual crafts (crochet, upcycling, painting, cooking...)
- Music (piano, guitar and singing)