

DanVy Vu

Designer, Researcher
& Technologist

EXPERIENCE

2022 - Present | Independent / Freelance

Designer, Researcher, and Technologist

- Developing parametric design systems for product design
- Creating web experiences with data storytelling, cartography, 3D

2026 | TBA21–Academy & Museo Nacional Thyssen-Bornemisza

Researcher and resident

Organismo 2026: Art in Applied Critical Ecologies. Case study

Florestania: Communal Governance Systems for Territorial Reparation

- Research and development of a participatory digital platform to defend territorial rights in Galicia's common lands

2023 - 2025 | TNO: Netherlands Organisation for Appl. Sci. Research

Interaction Designer and Human Factors Researcher

- Implementing data-driven and value-sensitive interaction design principles
- Conducting human factors research in human-in-the-loop AI, LLMs / conversational agents, data visualization / dashboards

2022 Aug | HBBE, Newcastle University

Researcher and technologist

I.N.S.E.C.T. Summercamp 2022, Part I: Interspecies Exploration by Biodigital Manufacturing Technologies.

- Contributing expertise in bio-sensing technologies, electronics, research, and prototyping

2019 - 2022 | EuFlex TU/e Employment Services

Teaching Assistant and Student Mentor

Courses: Physics of Social Systems; Digital Twins in Healthcare.

- Guiding bachelor student groups in Agile project management and Challenge-Based Learning (CBL)
- Preparing course work, organization, and communications

EDUCATION

2020 - 2022 | Technical University of Eindhoven (TU/e)

Industrial Design MSc.

(Research, Design, Development) Track

Thesis – *Towards a Bio-Digital Twin: Monitoring Growth Environment to support Biofabrication of Mycelium Composites*

2017 - 2020 | Technical University of Eindhoven (TU/e)

Engineering Physics BSc.

Thesis – *Towards automated crowd management via reinforcement learning*

SOFTWARE

- * Adobe creative suite, Figma, Miro, Trello;
- * HTML/CSS/JS, Svelte, Three.js, D3.js;
- * QGIS, MapLibre GL JS;
- * Python, Azure OpenAI;
- * Arduino IDE, KiCad;
- * Rhino Grasshopper;

PUBLICATIONS

- Vu, D. V., Funk, M., Huang, Y.C., & Barati, B. 2023. Addressing Uncertainty in (Bio)Design through Digital Twins: A Case of Biofabrication with Mycelium. *ACM Trans. Comput.-Hum. Interact.* 31, 6, Article 69 (December 2024), 28 pages. <https://doi.org/10.1145/3685271>
- Parker, D., Ilgün, A., Lim, A. C. S., Vašatko, H., Vu, D. V., Piórecka, N., & Keune, S. 2023. I.N.S.E.C.T. Wall Twin: Designing for and with Insects, Fungi, and Humans. *Temes de Disseny*, (39), 228–247. <https://doi.org/10.46467/tdd39.2023.228-247>