

About Yuni Nguyen

Detailed Bio



I am currently a [full stack developer](#), [visual artist](#) and [music producer](#), trying to find my footing in design.

After my 3 year internship as a product designer for machine and system construction, I began studying computer science (B.Sc) at the [FH Muenster](#) and am working for the [Creative Technologies Lab](#) as a Student Research Assistant and also as a freelancer and as a hobbyist for various passion projects in the meantime.

All of my hobbies and experiences so far in my life are a bit all over the place, but I still think that the diversity is valuable for the design process.

Expertises and Focuses

I am proficient and happy to help in the following fields and applications (and also some examples for what I did for the lab):

- Visual Art (using various node based applications)
 - [Backdrop for the Creative Technologies Lab Launch](#)
- UX Design (using Figma)
 - [Prototype for a redesign of the Heritage Labs Universe Project](#)
- Full Stack Web Development (mainly Nuxt.js, Vue.js, TailwindCSS)
 - [VR viewer for teaching drawing projections at our seminars](#)
- Product Design (using Fusion 360 & NX)
 - example soon, reactivation table is WIP
- Music Production (using Ableton & REAPER)
 - outside of our lab activities, so no examples
- Game Art Design (using Blender and Godot)
 - outside of our lab activities, so no examples

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