

ARCHITECTURE  
**PORTFOLIO**  
SELECTED WORKS 2015 - 2025

ANH BAO NGUYEN



# ANH BAO NGUYEN

Architect / BIM Specialist

## Contact Information

- Email: baoanhnguyen.kts@gmail.com
- LinkedIn: [linkedin.com/in/baoanhnguyenarc](https://www.linkedin.com/in/baoanhnguyenarc)
- Location: Ho Chi Minh City, Vietnam

## Qualifications

- **Master of Architecture,**  
Melbourne School of Design, University of Melbourne, Australia 2018
- **Bachelor of Architecture,**  
Ho Chi Minh University of Architecture, Autodesk, 00411973, Vietnam 2014

## Professional Registration

- Vietnam Architectural Practicing Certificate, VAA, HCM-00001106, 2022
- Revit Architecture Certified Professional, 2014

## Employment History

2023-current Senior Executive Architect - Surbana Jurong , Vietnam  
2019-2023 Architect - Atkins, Vietnam  
2018-2019 Graduate Architect - Arc Zero Pty Ltd. , Australia  
2014-2015 Architect - Atlas+ Industries, Viet Nam

## Specialization

ARCHITECTURE / BIM

Anh Nguyen has worked in Vietnam and Australia, contributing to a wide range of architectural and infrastructure projects. He currently serves as a Senior Executive Architect at Surbana Jurong, where he leads and coordinates large-scale developments.

At Surbana Jurong, Anh has played a key role in major projects, including residential and infrastructure developments in Singapore and Saudi Arabia. Prior to this, he was an Architect at Atkins, where he worked on high-profile projects across Vietnam, Hong Kong, and China, including the Grand Marina Saigon Complex, the East Kowloon Line, and various mixed-use developments.

Before joining Atkins, Anh gained experience in Australia at Arc Zero Pty Ltd, working on residential projects, and at Atlas+ Industries, where he honed his skills in BIM and documentation processes. His expertise includes technical documentation, BIM coordination, and architectural visualization, with proficiency in Revit, Rhino, and AI-driven design tools.

Beyond his professional practice, Anh is an active contributor to the AI and architecture community. As a key member of AI+ Design VN, he has led workshops and seminars on AI applications in architecture, collaborating with universities and industry leaders to explore new frontiers in digital design.

### Super High-Rise Tower

- Nexus Tower 3, Vietnam
- IFC Sai Gon One Tower, Vietnam
- Melbourne Residential Tower Abode318, Australia
- Melbourne Residential Tower Kings Domain, Australia

### Commercial Office & Mixed Use

- Zhuhai Peninsula Urban Planning Competition, Zhuhai, China
- Hai Phong Landmark Mixed-Use Complex, Vietnam

### Urban Planning

- Chengdu Urban Development, China
- Neom's Oxagon, Saudi Arabia

### Hospitality

- Surgery Center Illawarra International Health Precinct, Australia

### Transport & Infrastructure

- East Kowloon Line, Hong Kong
- Hougang Interchange Station, Singapore
- Defu MRT Stations, Singapore

### Residential & Mixed Use

- (Confidential), Saudi Arabia
- Ulu Pandan Glades, Singapore
- Ha Long Landmark 68, Vietnam
- HCMC Masterise Grand Marina Saigon Marriott Residences, Vietnam
- Residential and Multi-residential houses, Australia

## Software skills

- **Revit** – Expertise in BIM management, family creation, complex modeling, and Dynamo scripting. Proficient in utilizing PyRevit as well as developing its custom extensions to enhance automation and file management workflows.
- **Rhino** – Proficiency in 3D modeling, with familiarity in Grasshopper for parametric design.
- **Excel** – Used as a main data analysis tool for updating values, monitoring Revit health checks, and utilizing advanced functions like Power Query and Pivot Tables for dynamic data visualization and report generation.
- **CAD Tools** – Intermediate proficiency in SketchUp and AutoCAD, primarily used as supplementary tools rather than main design platforms.
- **AI-Based Design Tools** – Expertise in generative AI tools such as MidJourney, Stable Diffusion, and LLMs like ChatGPT for architectural design and technical workflow enhancement.
- **Rendering & Visualization** – Hands-on experience with Lumion, Enscape, and Unreal Engine for high-quality architectural renderings and real-time animations.
- **Additional Tools** – Skilled in Office tools (Word, PowerPoint) and Adobe suites (Photoshop, InDesign) for documentation and presentations.

## Public Speaking & In-house Mentoring

- *A.I in Architecture Applications* - Keynote Presenter - Ho Chi Minh City University of Architecture, Van Lang University, Thu Dau Mot University, CPD event, 2023 – 2024
- *Pyrevit And Chatgpt Integrity In Pyrevit* - Keynote Presenter - SJ BIM Championship Series, Surbana Jurong, 2024
- *Dynamo in Automation* - Keynote Presenter - SJ BIM Championship Series, Surbana Jurong, 2023
- *New Context, New Identity* – Guest Speaker – Vibe Expo 2024, Saigon Exhibition and Convention Center, 2024

## Additional Contributions

- Founder of AI+ Design VN – A leading platform for AI applications in architecture, conducting over 24 workshops for universities and enterprises.
- Dynamo Automation & PyRevit Expert – Developed custom Revit automation scripts to enhance efficiency in documentation processes.



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1/2/3 Ulu Pandan Glades, Singapore

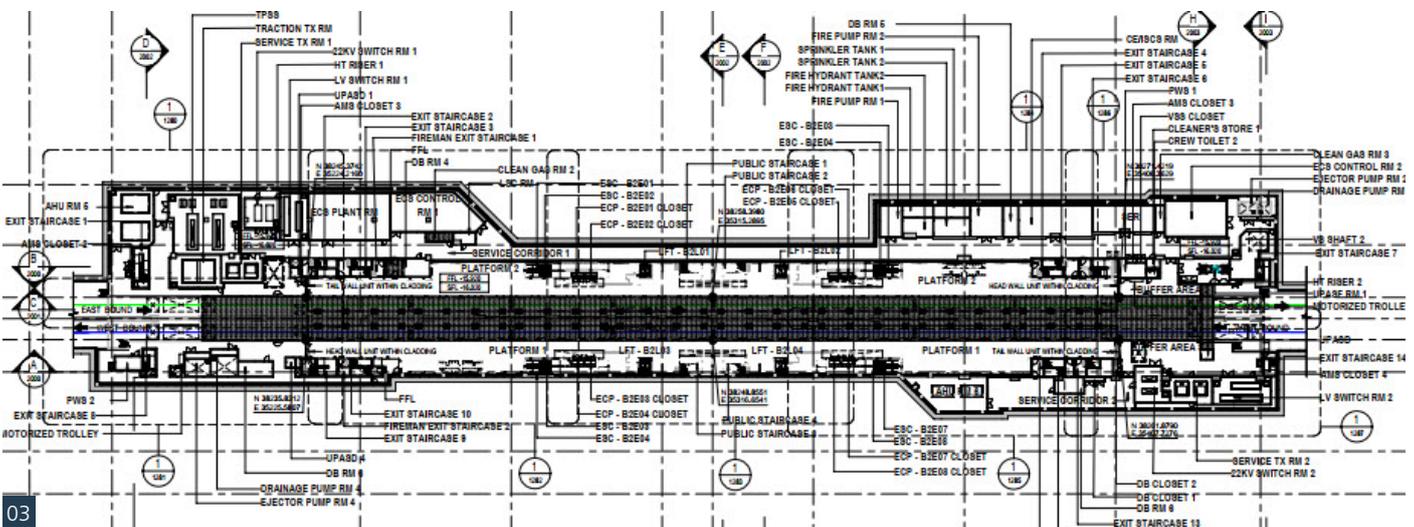
- Took part in Building Coordination Meetings
- Checking clashes and tackles the problems
- Streamlined tasks to ensure submissions



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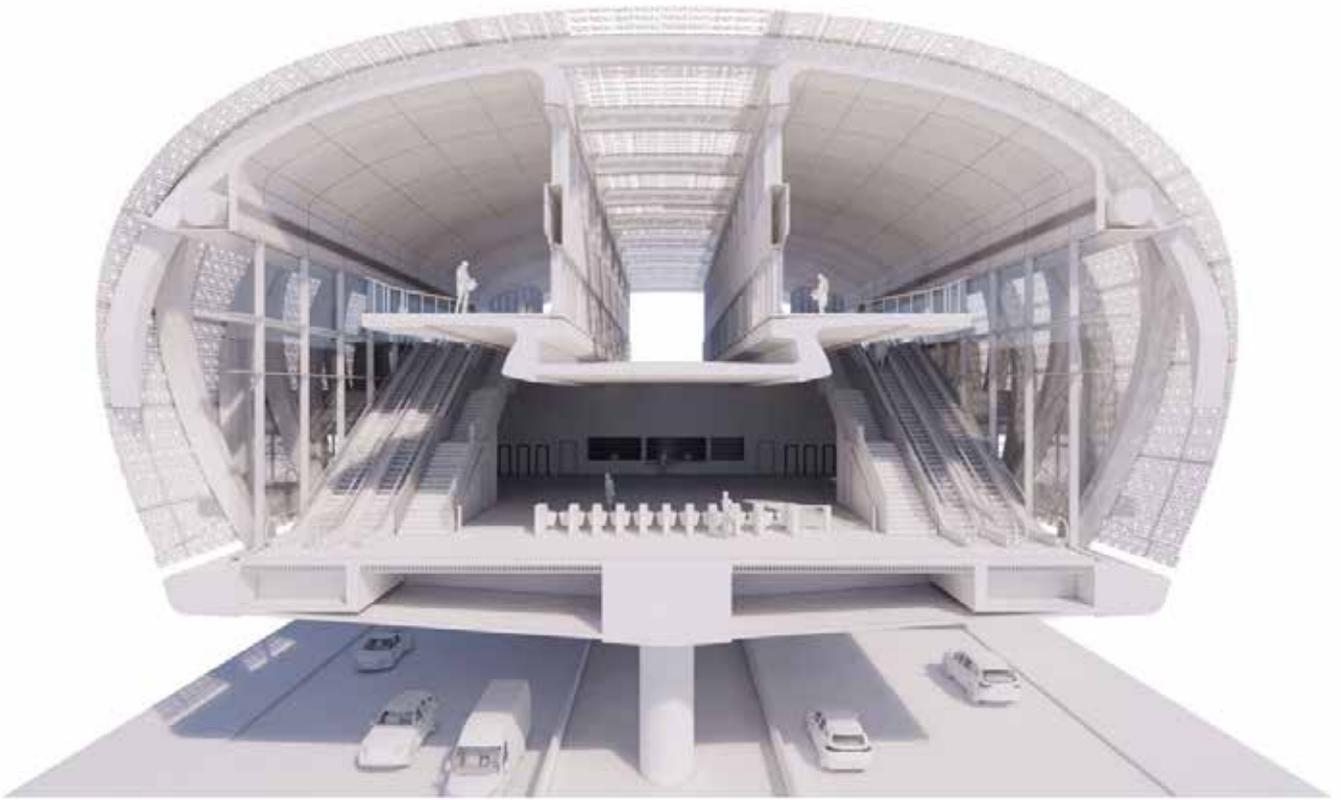


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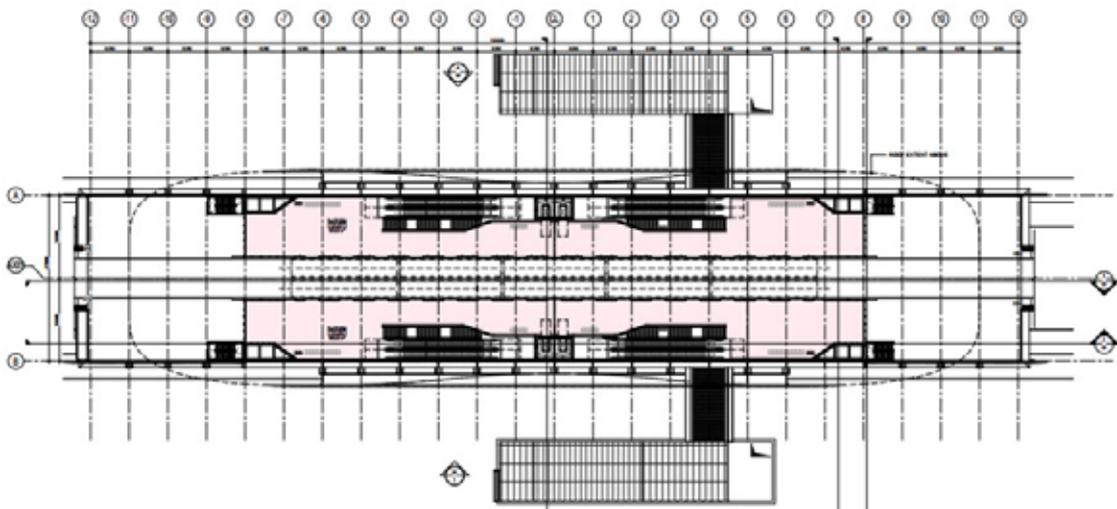
1/2/3 Defu MRT Stations, Singapore

- Led Vietnamese team in coordination and sharing works
- Managed communication and collaboration with Singapore-based counterparts to align project requirements and achieve quality standards

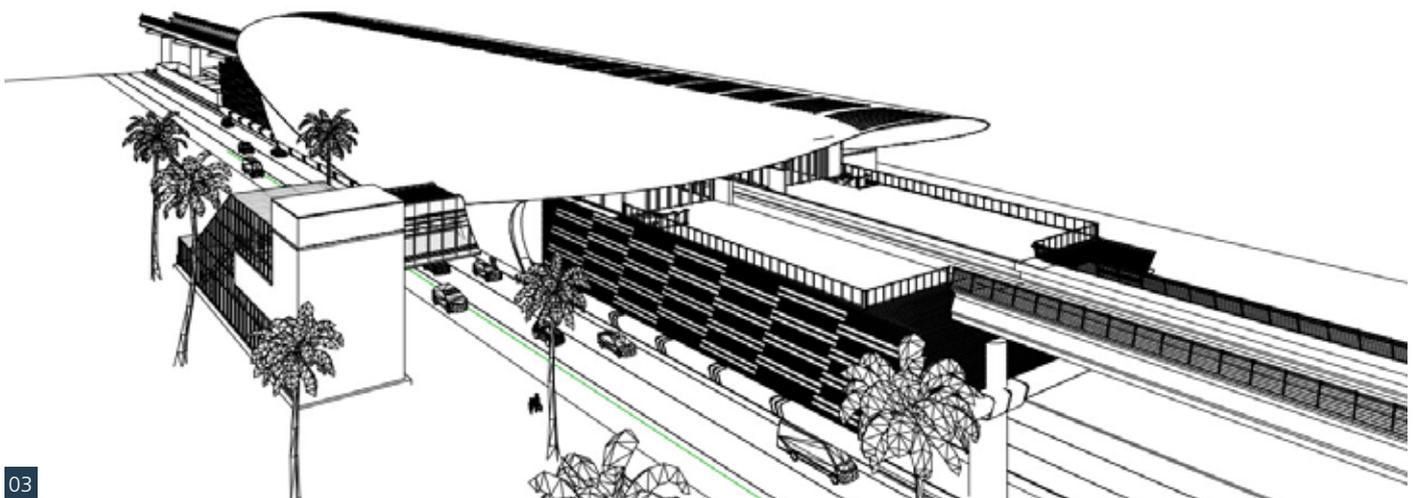




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1/2/3 Blue Line, Dubai

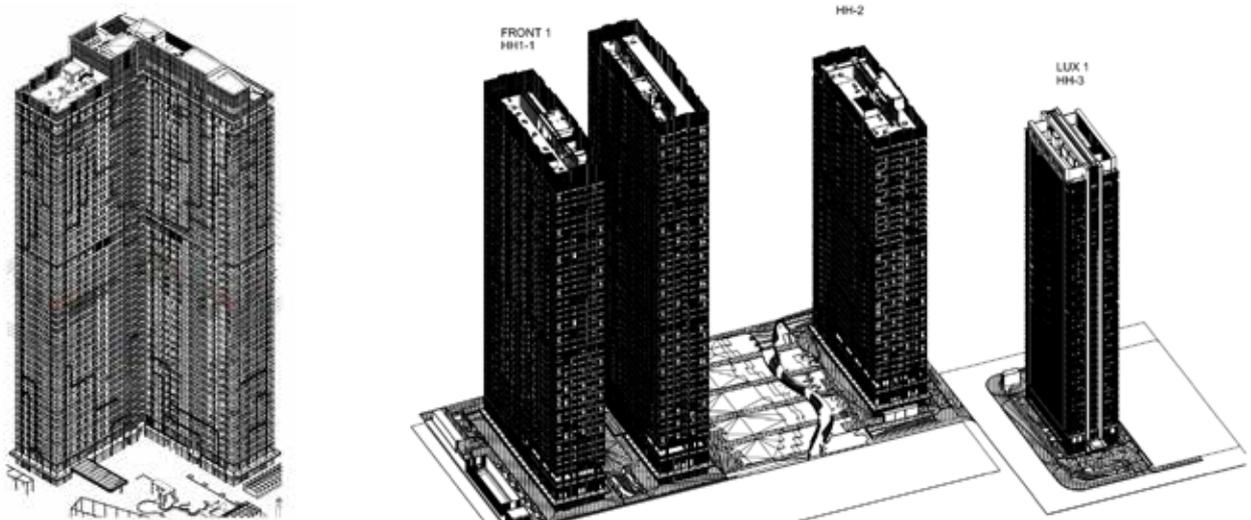
- Developed 3D BIM models for transport infrastructure integration
- Managed architectural detailing for passenger facilities



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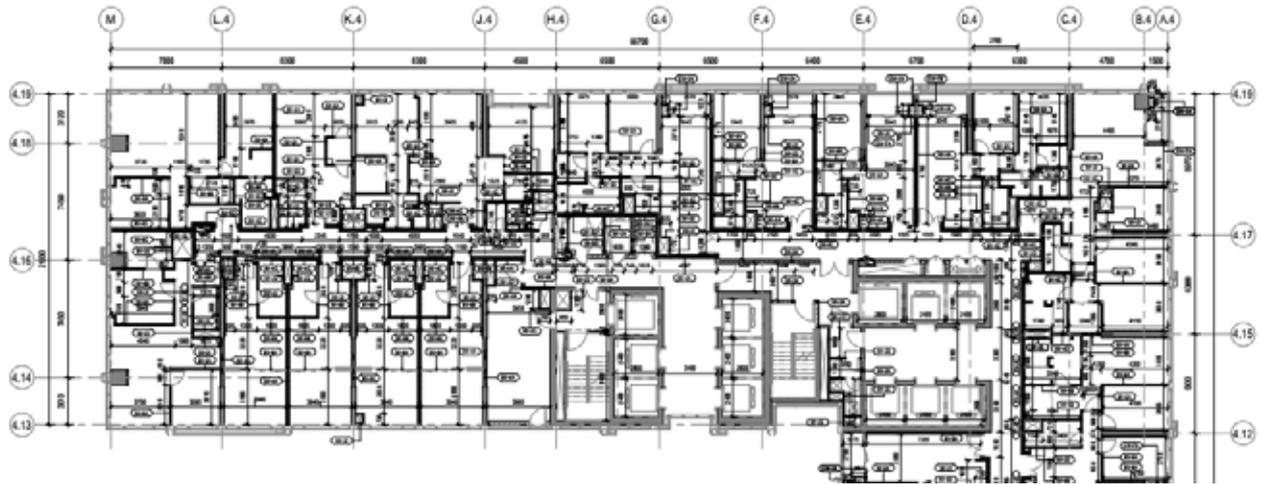
02



03

1/2/3 HCMC Masterise Grand Marina Saigon, Vietnam

Assisted the design director with the main design intent  
 Facilitated building modeling and design deliverables.  
 Acted as the intermediary between client, design team and construction team.



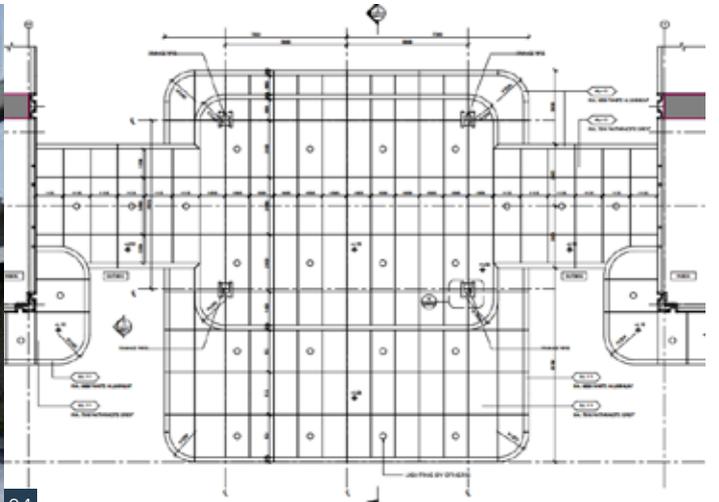
01



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04

1/2/3/4 HCMC Masterise Grand Marina Saigon, Vietnam

- Draft plans and building proposals to maintain quality control throughout the project cycle.
- Adjusted and maintain designs to prepare for future drafts
- Reported clashes to architecture, MEP, and structural models



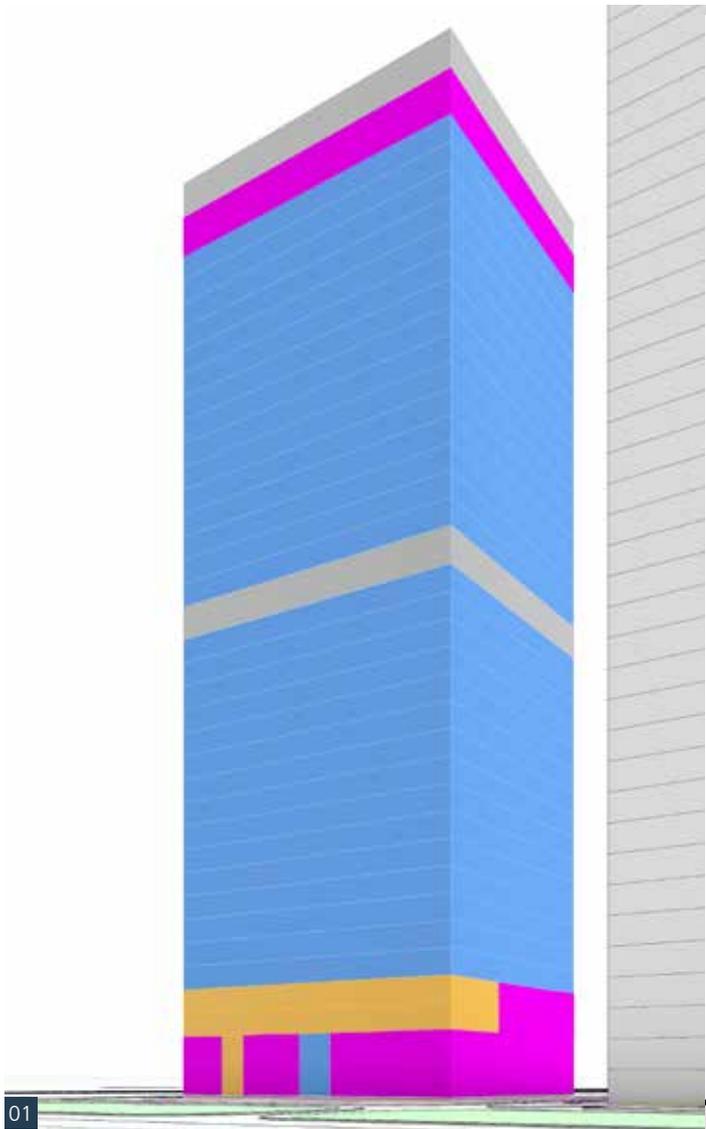
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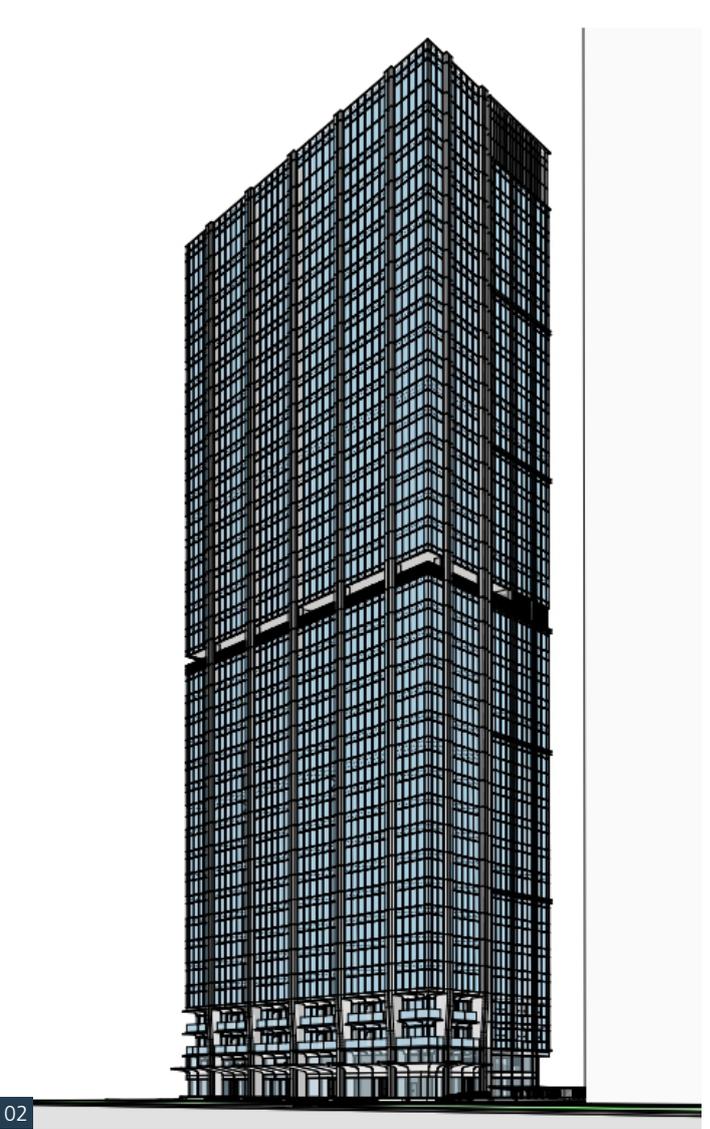
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1/2/3 HCMC Nexus Tower 3, Vietnam

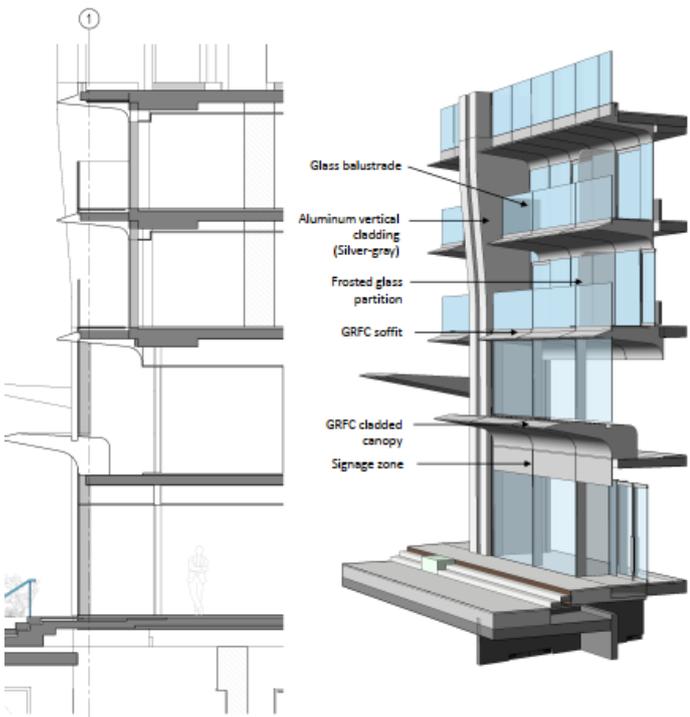
- Facilitated the entire process from the concept to design.
- Developed façade ideas using Rhino.
- Managed interdisciplinary coordination to align structure, MEP, and architecture



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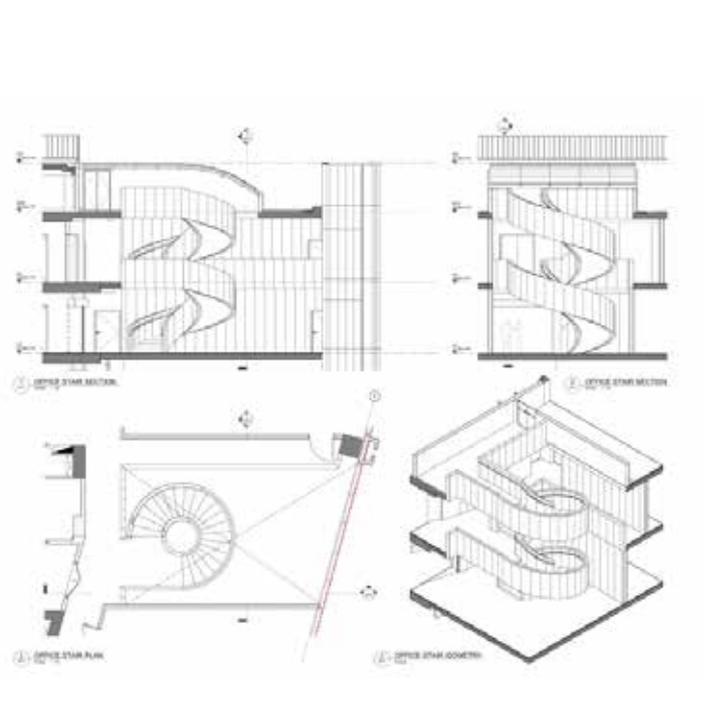
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ENTRANCE SECTION

2 FACADE RETAIL ENTRANCE SECTION  
SCALE

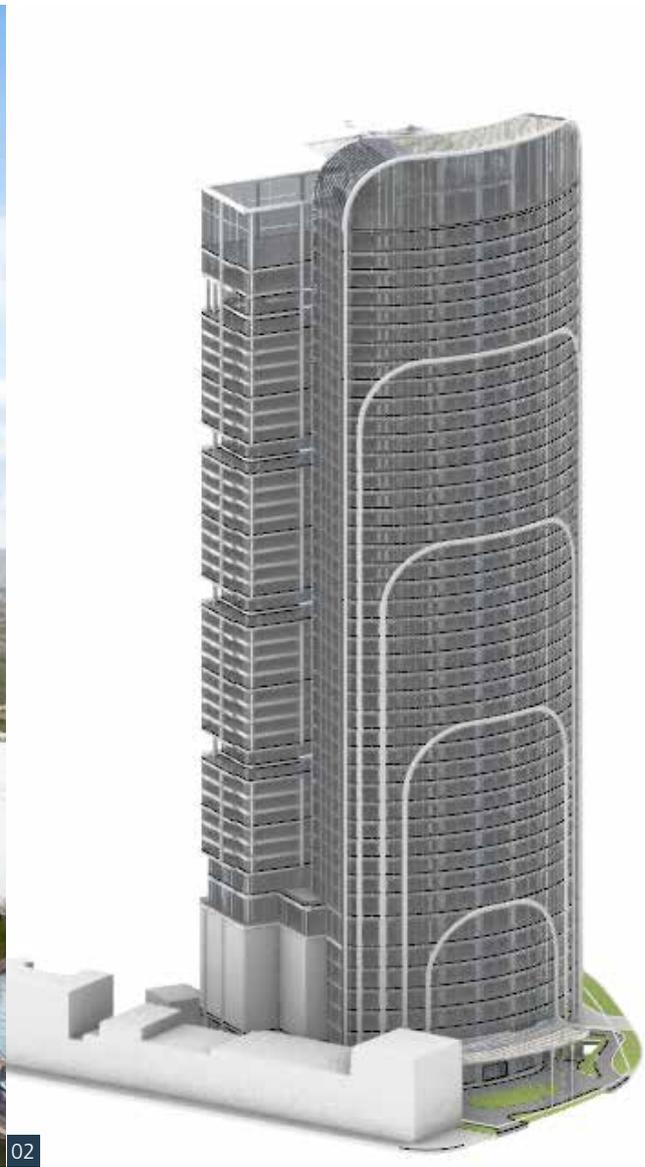
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04

1/2/3/4 HCMC Nexus Tower 3, Vietnam

- Ensured seamless BIM integration with international consultants
- Did render via Lumion and refine lighting and environment with Photoshop as commercial banners



1/2/3 HCMC IFC Sai Gon One Tower, Vietnam

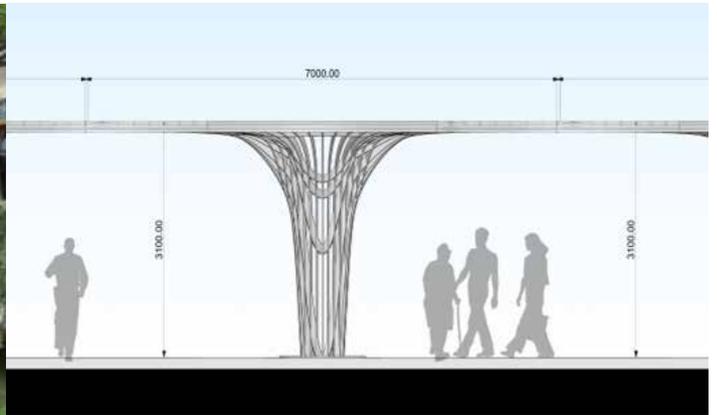
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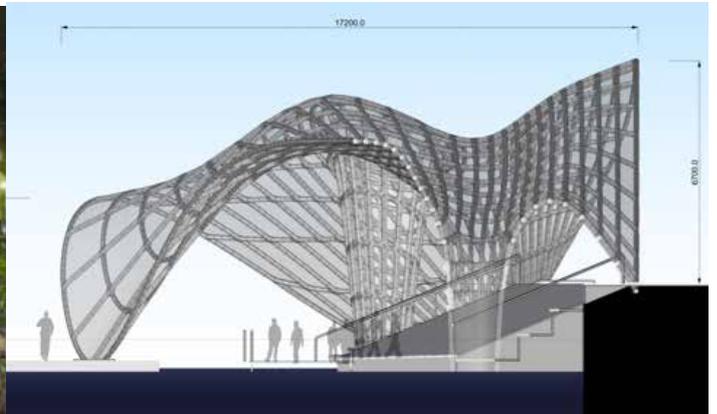
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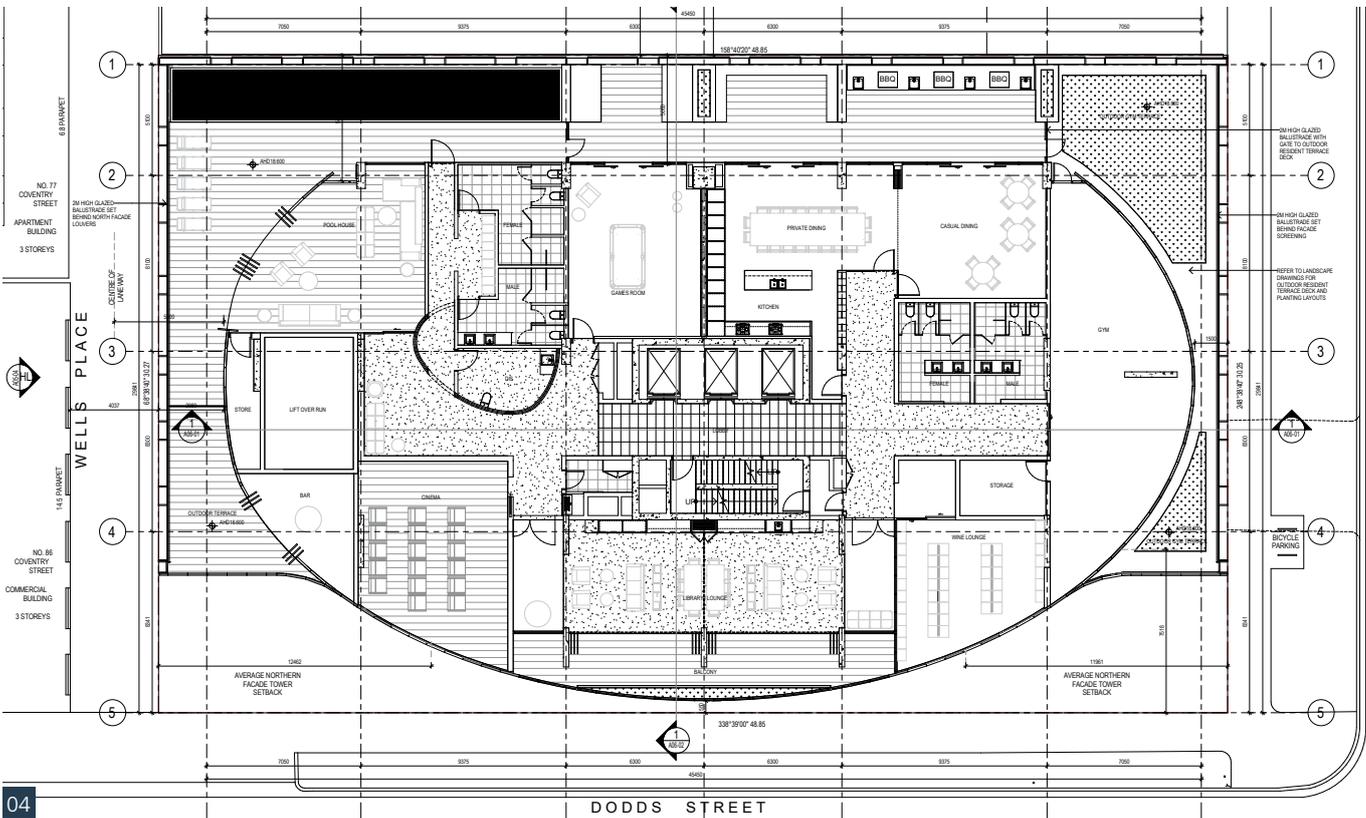
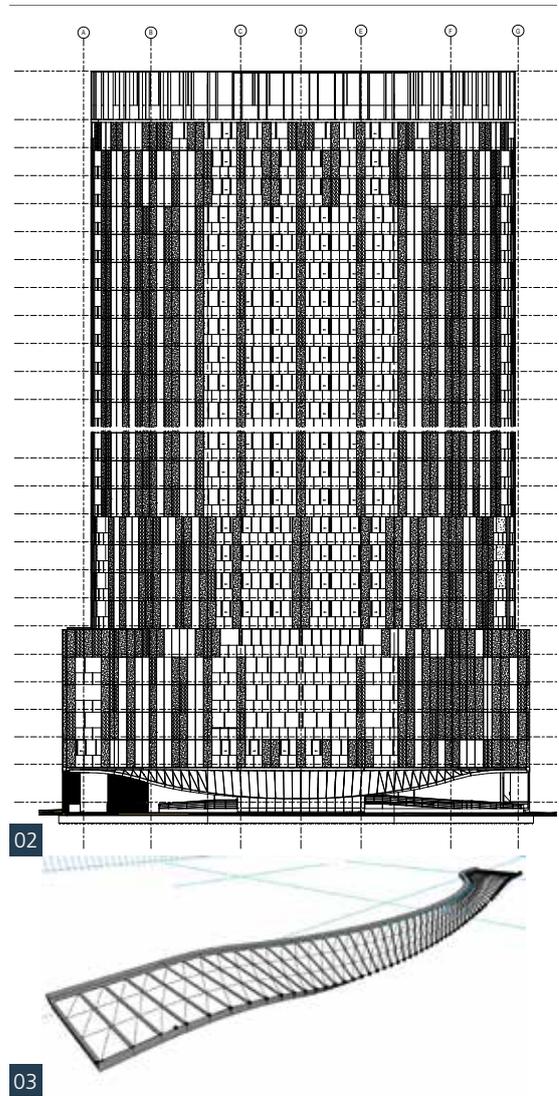


03



1/2/3/4 Taiwan Nullah and Fo Tan Nullah Revitalisation, Hong Kong

- Developed architectural concepts integrating landscape and water features
- Developed façade ideas using Rhino and Grasshopper



1/2/3/4 Melbourne Residential Tower Kings Domain, Australia

- Learn teamwork coordination, varying from structure, interior, facade and fitouts.
- Familiarized with relevant Australian Building codes and legislation.
- Converted highly complex Facade system from Sketchup to Revit





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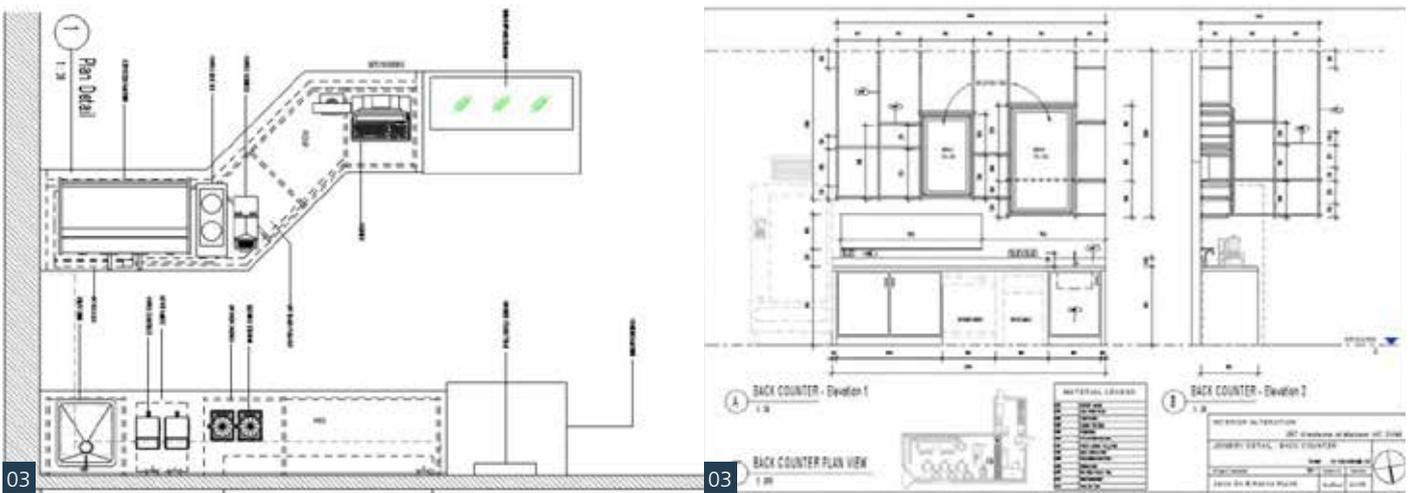
02



03

1/2/3/4 Melbourne Multi-residential houses, Australia

- Prepared and completed Revit models and documentation packages to ensure smooth town planning process.
- Revised construction phase feedbacks using RFI responses and conditons
- Rendered designs using Enscape, while ensuring material accuracy



1/2/3/4 Melbourne 'Pho Xua' Restaurant, Australia

- Designed interior and layout for a Vietnamese-themed restaurant
- Developed visualization renderings for client presentation
- Prepared documentation for building permit submission



01

```

using revit api to control level bubble visibility, write in python

Here is an example of how you can control level bubble visibility using the Revit API in Python:

python
import clr
clr.AddReference('RevitAPI')
from Autodesk.Revit.DB import FilteredElementCollector, View, ViewLevelBubbleVisib

# Get the current document
doc = __revit__.ActiveDocument.Document

# Collect all views in the document
views = FilteredElementCollector(doc).OfClass(View).ToElements()

# Loop through all views
for view in views:
    # Check if the view is a floor plan
    if view.ViewType == ViewType.FloorPlan:
        # Set level bubble visibility to false
        view.LevelBubbleVisibility = ViewLevelBubbleVisibility.Hidden

# Save changes to the document
doc.Save()

```

The referencing part looks okay  
 Get the active view, looks good  
 Looks like it wants to get all the views, looping through them and using LevelBubbleVisibility method to control the level bubbles.  
 But views class has no method called LevelBubbleVisibility in RevitAPI, hmm

**TRY 1**

- Add Stair Path
- ⚠ Batch.Export.to.Navis.NWC
- 📄 Reassign Family Instances
- ⚠ Select Linked Elements
- ⚠ Split Spline by Line
- ⚠ Copy Values from Host to Hosted
- ⚠ Crop View by Selection
- ⚠ Detail Lines to Area Boundaries
- ⚠ InPlace to Loadable
- ⚠ Reassign Levels
- ⚠ Extract Lines from Linked Model
- Apply Material to Edges
- RemovePaintSelected
- ReplaceImport
- 🏠 Create Filled Regions from Linked Rooms
- 📄 Select Ref Views
- 📄 Select Floor Openings
- NURBS to Arcs
- Split Spline by Line
- 📄 Total Length
- Set Datum Extent Type
- Transfer Revit Link Visibility Using View Template

02

**PYREVIT TEMPLATE 101**

```

#!/usr/bin/env python
__title__ = "Level Bubble 1"
__doc__ = """
    """
__author__ = "S. J. Kim"
__date__ = "10-08-2024"

import sys

# Metadata Section
__title__ = "Level Bubble 1"
__doc__ = """
    """
__author__ = "S. J. Kim"
__date__ = "10-08-2024"

# Imports
from Autodesk.Revit.DB import *

import clr
clr.AddReference('System')
from System.Diagnostics.Eventing import *

# Variables
app = __revit__.Application
doc = __revit__.ActiveDocument
doc = __revit__.ActiveDocument.Document

# Main
def main():
    # Example: Iterate over all views in the current document
    collector = FilteredElementCollector(doc)
    walls = collector.OfCategory(BuiltInCategory.OST_Walls)
    # Example: Iterate over all the walls
    for wall in walls:
        # Print the wall name
        print(wall.Name)

    # Add more of your custom logic here

if __name__ == '__main__':
    main()

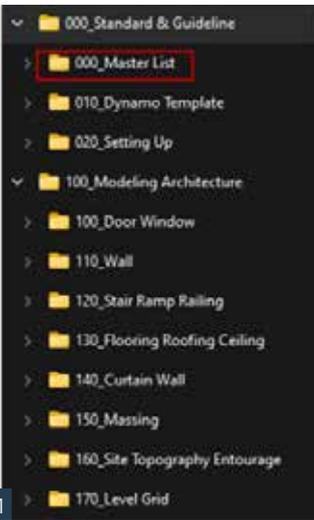
```

- Metadata Section**  
 Purpose: This section contains metadata about the script, including:  
 \_\_title\_\_: The name of the script or tool.  
 \_\_doc\_\_: A detailed docstring that includes the version, date, description, usage instructions, TODOs, update history, and author information.
- Revit API Imports:** Imports the Revit API classes and methods, which allow interaction with Revit's internal database and elements.
- .NET Imports:** import .NET libraries into the Python script  
<https://pyrevit1.readthedocs.io/en/latest/pyrevit/api.html>
- Revit Application and Document Access:** variables are used to access the Revit application and the currently active document
- Main Function:** Encapsulates the primary logic of your script. It serves as the entry point for executing your custom automation tasks.
- User Notification:** print statement that provides the user with feedback, indicating that the script has completed its task.

03

1/2/3/4 Pyrevit And Chatgpt Integrity In Pyrevit - Keynote Presenter - SJ BIM Championship Series, Surbana Jurong, 2024

- Presented the integrating ChatGPT with PyRevit for enhanced automation in BIM workflows
- Conducted a live coding session showcasing how PyRevit scripts can streamline documentation and project coordination



000_Standard & Guideline	000_Master List	Scripts related to standard templates, guidelines, and dissemination
000_Standard & Guideline	000_Master List	Scripts related to standard templates, guidelines, and dissemination
000_Standard & Guideline	000_Master List	Scripts related to standard templates, guidelines, and dissemination
100_Modeling Architecture	100_Door Window	Scripts related to architectural modeling, including doors, windows, walls, stairs, flooring, roofing, and massing
100_Modeling Architecture	110_Wall	Create, edit, and modify doors and windows. Add door and window types and styles
100_Modeling Architecture	120_Stair Ramp Railing	Create, edit, and modify walls. Add sweeps, reveals, and wall sweeps to walls
100_Modeling Architecture	130_Flooring Roofing Ceiling	Create, edit, and modify stairs, ramps, and railings. Add railing handrails, and other stair and ramp components
100_Modeling Architecture	140_Curtain Wall	Create, edit, and modify floors, roofs, and ceilings. Add floor finishes, floor patterns, fascias, gutters, ceiling grids, and ceiling components
100_Modeling Architecture	150_Massing	Create, edit, and modify curtain walls. Add mullions, panels, and other curtain wall components
100_Modeling Architecture	160_Site Topography Entourage	Create, edit, and modify massing elements. Add voids, blends, and other massing components
100_Modeling Architecture	170_Level Grid	Create, edit, and modify site elements and entourage. Add topography, roads, paths, trees, and other site elements
100_Modeling Architecture	170_Level Grid	Create, edit, and modify levels and grids. Add level and grid types and styles
100_Modeling Architecture	170_Level Grid	Create, edit, and modify in-situ elements. Add furniture, fixtures, equipment, and other in-situ components
100_Modeling Architecture	170_Level Grid	Create, edit, and modify other families. Add custom families and components
200_Modeling MEP Construction	200_MEP	Scripts related to MEP and structural modeling, such as ducts, pipes, conduits, and structural elements
200_Modeling MEP Construction	250_Structural Elements	Create, edit, and modify MEP (mechanical, electrical, and plumbing) elements. Add ducts, pipes, conduits, and other MEP components
200_Modeling MEP Construction	250_Structural Elements	Create, edit, and modify structural elements. Add columns, beams, foundations, and other structural components
300_Annotations	300_Dimensions	Scripts for adding annotations to the model, including dimensions, text, tags, symbols, detail lines, and legends
300_Annotations	310_Test	Add and modify dimensions to model elements. Add dimension types and styles
300_Annotations	320_Tag Marks	Add and modify text to model elements. Add text types and styles
300_Annotations	330_Symbols	Add and modify tags and marks to model elements. Add tag and mark types and styles
300_Annotations	340_Detail Lines	Add and modify symbols to model elements. Add symbol types and styles
300_Annotations	350_Detail Components	Add and modify detail lines to model elements. Add detail line types and styles
300_Annotations	360_Keynotes	Add and modify detail components to model elements. Add detail component types and styles
300_Annotations	370_Spot Elevations	Add and modify keynotes. Add keynote types and styles
300_Annotations	380_Color Fill/Hatch Patterns	Add and modify spot elevations. Add spot elevation types and styles
300_Annotations	390_Room Area	Add and modify color fill and hatch patterns. Add color fill and hatch pattern types and styles
300_Annotations	390_Room Area	Add and modify rooms and areas. Add room and area types and styles
400_Detailing	400_Drafting Views	Scripts related to drafting and detailing, including drafting views, cutouts, schedules, sheet title blocks, and views
400_Detailing	410_Section Elevation/Cutout	Create and modify drafting views. Add annotations, detail lines, and detail components
400_Detailing	420_Schedule Elements	Create and modify section and elevation cutouts. Add section and elevation cutout types and styles
400_Detailing	430_Schedule Elements	Create and modify schedule and legends. Add schedule and legend types and styles

01

## MASTER LIST

Subject	000_Dynamics Template	100_Door Window	110_Wall	120_Stair Ramp Railing	130_Flooring Roofing Ceiling	140_Curtain Wall	150_Massing	160_Site Topography Entourage	170_Level Grid	200_MEP
000_Dynamics Template	100_Door Window	110_Wall	120_Stair Ramp Railing	130_Flooring Roofing Ceiling	140_Curtain Wall	150_Massing	160_Site Topography Entourage	170_Level Grid	200_MEP	200_MEP
200_Structural Elements	200_Structural Elements	200_Structural Elements	200_Structural Elements	200_Structural Elements	200_Structural Elements	200_Structural Elements				
300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations	300_Annotations
400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing	400_Detailing

TAG LIST

Element	BEAM	BOUNDARY LINE	CATEGORY	CENTRAL MODEL	CLASH	COLUMN	COMMENT	CONDUIT	DETAIL LINE	DIFFUSER	DIMENSION
BEAM HEAD	DUCT	DUCTS	ELEMENT	ELEVATION	EXCEL	EXPORT	FAMILY	FILE	FILLED REGION	FLOOR	FURNITURE
GLOBAL PARAMETER	GRID	GROUP	LINE	IMPORT	IMPORTED CAD	LEGEND	LEVEL	LINE	LINE PATTERN	LINE PATTERNS	LINE STYLE
LINK	LINKED ELEMENT	MARK	MEP	MODEL LINE	MODEL VERSION	MODEL LINE	NAVSOURCE	OTHER	PARAMETER	PARAMETER VALUE	PARKING
PIPE	PIPES	PROJECT NORTH	REVISION	ROOM	ROOM	ROOM TAG	SCHEDULE	SHARED PARAMETER	SHEET	SOLID	STAIR
STATISTIC	STRUCTURE	SYMBOL	TAG	TEMPLATE	TEXT	TOPO	TOPO SURFACE	VIEW	VIEW FILTER	VIEW SCALE	VIEW TEMPLATE
WALL	WARNING	WINDOW	WORKSET								

FILTER

Element (41)

Command Type (41)

Associated Files Required (41)

Required Packages (41)

User Interface (41)

DYNAMO LIST

000_Standard & Guideline	000_Dynamics Template	000_Master List
100_Modeling Architecture	TEMPLATE_DynamicsStandardTemplate_V1.dyn	Dynamics Standard Template
100_Door Window	DOOR_CheckFireRating_V1.dyn	Check Door Fire Rating
	DOOR_MarkWithRoomNameByCurve_V1.dyn	Mark Door With Room Name By Curve
	DOOR_RenumberByRoom_V1.dyn	Renumber Door By Room
	DOORWINDOW_Renumbering_V1.dyn	Renumbering Door and Window
110_Wall	WALL_CheckWallType_V1.dyn	Check Wall Type

02

**<PROJECT NAME>**

A description of the project and what the purpose of the Dynamo program is.

**DESIGN**

Use this group color for the functions of the program.

**INPUTS**

Use this group color for the programs inputs (sliders, code blocks, etc.)

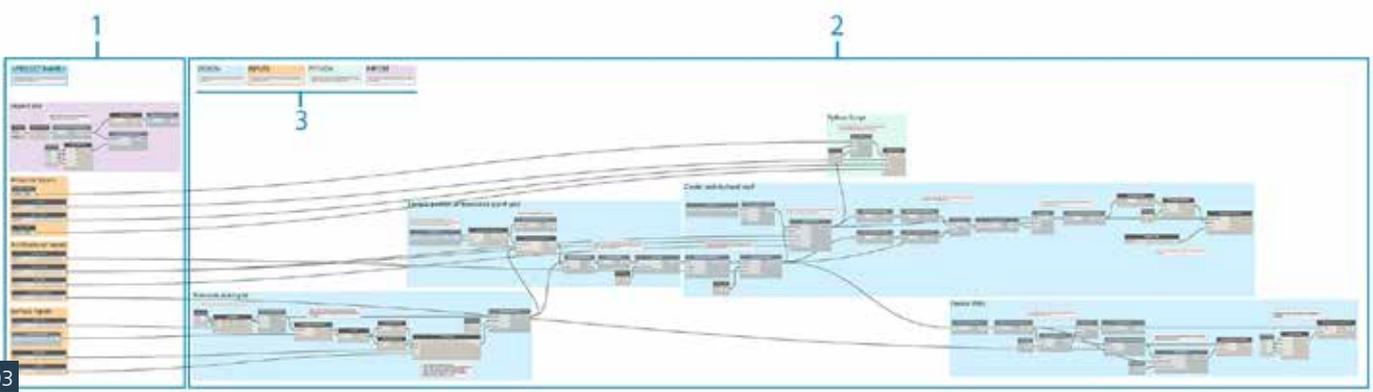
**PYTHON**

Use this group color for the Python Nodes and any other nodes associated with the script.

**IMPORT**

Use this group color for nodes used to import geometry.

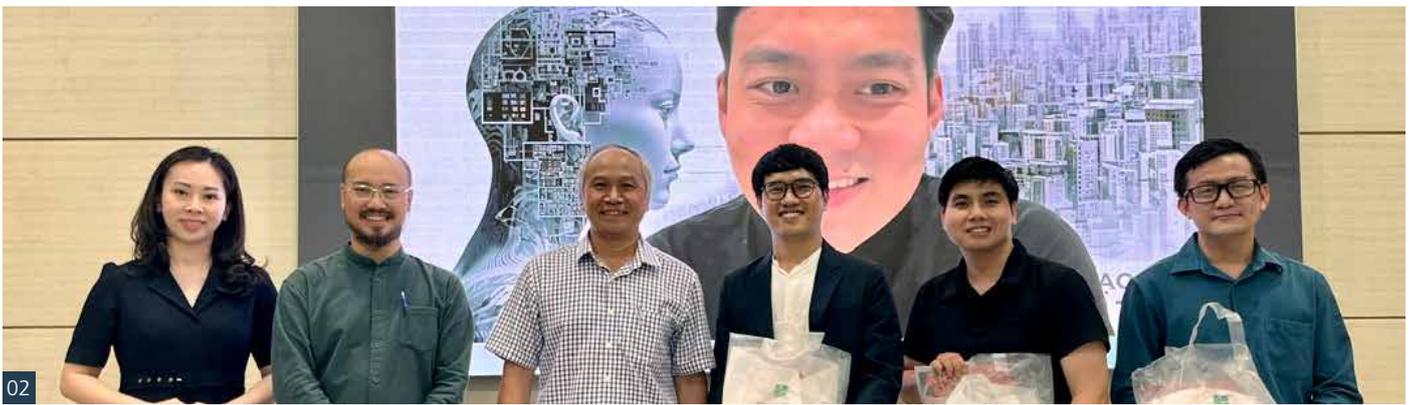
03



- Presented advanced applications of Dynamo for automating repetitive tasks in BIM workflows.
- Set up Dynamo Library, Template with user-friendly interactive UI built by Excel



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1/2/3/4 A.I in Architecture Applications - Keynote Presenter - Ho Chi Minh City University of Architecture, Van Lang University, Thu Dau Mot University, CPD event, 2023 – 2024

- Introduced AI-driven design tools such as Midjourney, Stable Diffusion, and ChatGPT for architectural visualization and documentation.
- Engaged with students, faculty, and professionals, discussing the future impact of AI on architecture, interior design, and urban planning.



01

ẢNH GÓC



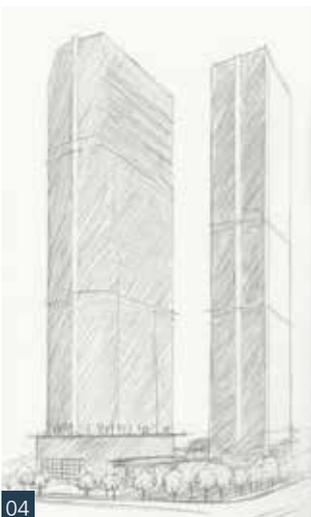
CONTROLNET



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05



1/2/3/4/5 AI Applications in Practice Showcase - Surbana Jurong, Vietnam

- Showcased practical examples of AI-generated design concepts and how they can be integrated into traditional workflows in Surbana Jurong
- Assisted Singapore-based design teams on visualization and exploring various options