# HOÀNG VĂN AN



### CONTACT

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# **SKILLS**

Python

Java

**Machine Learning** 

**Adobe Illustrator** 

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## **LANGUAGES**

### **ENGLISH**

B2 level

## **PRIZES AND AWARDS**

# HUST SCHOLARSHIP SEMESTER 20202

Type A scholarship **27-01-2022** 

# **ABOUT ME**

SOPHOMORE STUDENT AT HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

# **EDUCATION**

#### DATA SCIENCE AND ARTIFICIAL INTELLIGENT

HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY **2020 - PRESENT** 

CPA: 3.6

# **PROJECTS**

#### AI IN GAME THEORY - SOLVING 2048

Applying AI algorithms to solve 2048 game

- Language: Python
- Algorithms: Minimax, Minimax with alpha beta prunning
- UI design software: Adobe Illustrator

### **FUNDAMENTAL MACHINE LEARNING ALGORITHMS**

Coding material as a part of Machine learning course - Andrew Ng

- Language: Python
- Implementing some basic algorithm such as Linear Regression, Logistic Regression,...
- Implementing feed forward, backpropagation algorithm in Arificial Neuro Network for hand-writing digits detection.

#### **COMBINATORIAL OPTIMIZATION**

Solving job-distribution problem

- Language: Python
- Objective: Minimize the maximum time cost of all workers to travel along given number of cities to fix computer network.
- Algorithms: Main role in 2 Greedy (Heuristic) algorithms.

### **INTERESTS**

◆ Photography◆ Digital Art◆ Watching movies

# **SOCIAL ACTIVITIES**

HO TRO HOC TAP CLUB Head of Media Department 02/2022 - Present

"SUPPORT STUDENT DEPARTMENT" - STUDENT UNION Vice Head of Media Department 01/2022 - Present