

NGUYEN THAI HUY

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ACADEMIC BACKGROUND

Singapore University of Technology and Design (SUTD) Sep 2020 – Present

Bachelor of Engineering in Computer Science and Design (Honours)

- Focus track in Data Analytics with a minor in Operations Research & Engineering Systems
- Obtained Honours List for Freshmore and Sophomore term
- Recipient of University Student Award Achievement for active contributions to Academics and CCAs
- Expected graduation date: Apr 2024

Dallas College Jan 2019 – May 2020

Science Stream

- CGPA: 4.0/4.0
- Dean’s List for all semesters (Top 3% of cohort for academic excellence)

WORK EXPERIENCE

Singapore Institute of Manufacturing Technology(SIMTech) – A*STAR Sep 2022 – Jan 2023

Game Development Intern

- Developed a VR Gamification that recreates a self-guided interactive tour of Model Factory at SIMTech
- Implemented gameplay mechanic, from Behavior Tree system to cross-platform VR Interaction System using C#
- Work on feature development and deployment of online services used in supporting game production pipeline
- Contributed to future efforts to document systems architecture and flows for general and technical audiences.

Keywords Studio Singapore Sep 2018 – Jan 2022

QA Tester (Game Tester)

- Performed routine tests including smoke, divergence, full functionality test etc. by following test cases to ensure features worked as per designed using TestRail
- Applied exploratory and destructive testing to find potential bugs and exploits in the game, and filled bug reports in JIRA
- Effectively utilized Testing Tools to support QA team for daily regression checks (Consoles, PS4 Neighborhood, MemoQ)
- Identified, isolated, and documented bugs clearly and concisely, ensuring a clean bug base

Birmingham City University Apr 2020 – July 2020

Project Intern

- Partnered with team members to build and design e-learning courses from specifications as part of the University’s expansion in less than 4 weeks
- Successfully delivered presentations on the framework, project insights and launch model for the course in front of the Leadership Team, receiving positive feedback for final intern evaluation

ACADEMIC PROJECT

Self-initiated Unity Game Project (In Progress) Dec 2022 – June 2023

- Developed a turn-based grid combat system and a decision-making state machine for AI.
- Merged together thousands of assets to implement characters with abilities, stats, and sound effects.
- Established individual workflow pipelines and consultation for a 6-person team.
- Formulated interactable events with the ratio of 25% encounters and 75% monster camps.
- Interviewed several applicants to recruit and fulfill specific positions within a 2-month period.

Classification of Hate Speech using Machine Learning Model June 2022 – Aug 2022

- Designed and trained a custom Machine Learning model using PyTorch for a given dataset of 22,000 Twitter Posts, achieving an overall testing accuracy of $\approx 80\%$ in classifying posts as either explicit hate speech, implicit hate speech or non-hate speech.
- Researched and tested multiple weight initializations, parameter values, as well as layer configurations that eventually improved the model’s accuracy by $\approx 20\%$.
- Implemented autonomous features such as overfitting detection and auto-save in the training algorithm to enhance the model’s performance and safeguard against unexpected stoppages during training.

Ascenda Hotel Booking System June 2022 – Aug 2022

- Developed multiple frontend web application components with frameworks such as React.js, React Hooks, Redux and implemented UI designs using Ant Design, Bootstrap and CSS Styling to enhance web applications
- Managed API endpoints and databases for Ascenda’s web applications using Python, Django, and Django REST Framework
- Managed a team of 2 software engineers to run continuous code deployment using proper Git version-control system.

ORGANISATIONAL AND COMMITTEE EXPERIENCE

Model United Nation Organization Committee Nov 2018 – March 2019

Director of Logistics

- Collaborated effectively with Marketing and Sponsorship Team to conduct the session with positive feedback from delegates.
- Responsible for inventory ledger and reconcile against in-house accounting system
- Managed day-to-day processing of accounts payable by Excel, ensuring all suppliers are paid within 30 days of invoice date

National Olympiad in Mathematic Sep 2017 – Jan 2018

Team Captain

- Led a team of 10 to participate in the National Oylmpiad in Vietnam
- Incorporated an individualized after-class session , helping all members consolidate their knowledge based on guidelines provided by the supervising teachers
- Boosted the achievement rate by 30% from last year, with 2 members attaining the 1st prize

SKILLS AND ADDITIONAL INFORMATION

- **Engines:** Unity, Unreal Engine, Godot
- **Programming:** Python, C++, C#, Java, HTTP, CSS and Javascript
- **Languages:** Fluent in written and spoken English and Vietnamese, familiar with conversational Japanese
- **General:** Proficient in Microsoft Office, Microsoft Excel (5 years); Highly interested in Machine Learning & Data Science