

## CURRICULUM VITAE

---

### PERSONAL INFORMATION

Full name: BUI THAI CONG  
Address: 229 KP2, Ward Tan Chanh Hiep, District 12  
Email: [buithaicongbk@gmail.com](mailto:buithaicongbk@gmail.com)  
Mobile: (84)981 758 708



---

### CAREER OBJECTIVE

- ❖ Short – term goal:
    - Become a good engineer in the field of Machine Learning, Data Science, AI.
  - ❖ Long – term goal:
    - To develop a stable and long-term job.
- 

### EDUCATION BACKGROUND

- ❖ Back Khoa University (2010 - 2015).  
Bachelor of Electrical – Electronics Engineering, specialized Controls – Automation.
- 

### CAREER HISTORIES

- ❖ FPT Software Ho Chi Minh Company. (02/2015 - 02/2016)  
Description: Develop embedded software by C/C++ on AutoSar board.
- ❖ Global Cybersoft Vietnam. (03/2016 – 10/2017)  
Description: Develop embedded software by Java on Set Top Box digital television.

---

## PROJECT WORK

- ❖ THESIS GRADUATE, ROBOT SELF – BALANCING ON 1 WHEEL
  - Programming C on microcontroller kit TIVA – TM4C123GXL.
  - Design controller, simulation in Matlab – Simulink and embedded control algorithms.
  - Links refer to: <https://www.youtube.com/watch?v=vOHBPEoxH6A>
- ❖ PROJECT WORK 2, ROBOT SELF – BALANCING ON 2 WHEEL.
  - Programming C on microcontroller kit TIVA – TM4C123GXL,
  - Design controller in Matlab – Simulink and embedded control algorithms.
- ❖ TUNING PARAMETERS IN CONTROL SYSTEM BY USING GENETIC ALGORITHM
  - Simulate system on Matlab – Simulink.
  - Write Genetic Algorithm by m script on Matlab to tuning parameters PID controller.
- ❖ SOLVE GAME FLAPPY BIRD ON PYTHON
  - Create game using library Pygame to simulate object Birds population and Tubes.
  - Using Genetic Algorithm to training Neural Network and find out weights control Bird flap/not flap to pass targets in game.

---

## SKILLS

- Deep understanding most of Machine Learning algorithms
- Using frameworks Tensorflow, Keras.
- Implement code in Machine Learning, Deep Learning
- Programming Language: C, Python, Java.