

## CURRICULUM VITAE

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### PERSONAL INFORMATION

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- Full Name : CAO KY HAN
- Date of birth : December 22<sup>nd</sup>,1989
- Place of birth : Quang Ngai city.
- Marital status : Single
- Health condition : Very good for working and study.
- Contact Address : Ho Chi Minh City
- Gender : Male
- Hobbies : researching new technology, reading books.
- Mail Address : [caokyhan@gmail.com](mailto:caokyhan@gmail.com)
- Mobile : 0932-587-238



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### SUMMARY

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I have a strong background in math, algorithms, machine learning and computer vision. Furthermore, my research interests include developing ios app, mobile game, machine learning ,computer vision and processing image. I have much experience in Software/Firmware development. It will be great for me to join in your company. I will try my best to work and contribute as much value as I can.

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### EDUCATION

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- From 2007 to 2012 : Electronic and Telecommunication Student of Da Nang University of Technology
- From 2013-2015 : Master 's Degree - Control & Automation - Ho Chi Minh University of Technology

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## ACHIEVEMENT

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- Got first prize in Mathematics of Quang Ngai Province.
- Got encourage prize in Mathematics of Viet Nam National.
- Got a Coursera Identity Verification about Machine Learning:  
<https://www.coursera.org/account/accomplishments/records/UXHKB58QYC6E>
- Got a Coursera Identity Verification about Neural Networks and Deep Learning  
<https://www.coursera.org/account/accomplishments/verify/CUSW7JNKSV6E>
- Got a Grokking Certificate about Big data Enginner.

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## KEY SKILLS

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### **Soft skill:**

- Effect communication and presentation skill
- Able to work my own initiative as well as team-work.
- Ability to work hard and attentively.
- Experienced problem solving skill

### **Technical skill**

- Have experienced in working with Hadoop, Spark, pandas.
- Have experienced in OpenCV, tensorflow, gensims, scikit-learn
- Have experienced use PCA to reduce features of data.
- Have experienced use Hadoop and Kafka to build a log collector system.
- Know deeply about backpropagation and Gradient Descent
- Know deeply about trade off between variance and bias.
- Strong experienced with Linear regression, Logistic regression , Neural Network.

- Know deeply about machine learning such as SVM, K-mean, K nearest neighbor , Bayes, Anomaly Detection, Random Forest.
- Understand about deep learning such as CNN, RNN.
- Strong experienced with optimization params and design a machine learning system
- Strong experienced with design patterns such as Singleton, MVC, Delegate, Observer, Prototype and etc.
- Programming language: C/C++, Python, matlab, Objective C..
- Programming software :Xcode, IntelliJ IDEA ,Visual Studio, Eclipse, Matlab .
- Source Control : SVN, Git.

### **Foreign Language skill**

- Intermediate English listening,reading , speaking & writing skills

### **Personalities**

- Intelligent,creatives and sensitive
- Sense of responsibility
- Self-motivation
- Carefullness

### **WORK EXPERIENCE**

- Experience from some projects such as:
  - Okiela Recommendation: ( Okiela Company)
    - Project Description: Build a recommendation system for a e-commerce system.
    - Link IOS app: [itms-apps://itunes.apple.com/app/id1025624677](https://itunes.apple.com/app/id1025624677)
    - Technology was used: Python, PySpark, Hadoop, gensim.
    - Algorithim : Latent Factor Model + Content base.

- Using Software: PyCharm
- Tracking face project:
- Project Description: This is a project that involves computer vision, recognize pattern and machine learning. It was written on Mac and Ios platforms.
  - Technology was used: C++ , Matlab code, Objective C, opencv 3.0
  - Using Software: Xcode, Matlab
- Identification digits:
- Project Description:  
Research about methods improve algorithms such as: adaboost , neural network , haar-like feature ,...to identification digits on clepsydra. Working as a researcher at IES company.
  - Technology was used: Matlab, openCv, C++
  - Using Software: Visual Studio, Matlab.
- Some mobile games : (Boredninjas)
- Project Description: There are many mini games for mobile such as Snakes and ladders, Triangle, Fire Fly, Lil Wolf and etc. Besides, I develop some libs for my team use to develop easily such as Leaderboard for ios and android , lib support for online games and etc.
  - Technology was used: C++ , cocos2dx, Netpeer, AppWarp, Parse framework, Easy NDK, objective C and android
  - Using Software: Xcode, Android studio.
- Driver Project :
- Project Description Write drivers for smart projector (running android) and modify android kernel.  
This is project of Philip.
  - Technology was used: **C language**  
Using Software :Eclipse in Linux.
- VIC0009 Project :
- Project Description  
Write an application for SL6087 and ADXL 345 accelerometer to read the

NMEA message which used for indicating location

This is project of Sierra Wireless

- Technology was used: **C language**

Using Software :Developer Studio 2.3.0

-1 year and 3 months: C/C++ developer of Saviwave (from 6/2012->9/2013).

- 1years : computer vision researcher at IES (from 10/2013->10/2014)

- 2 years and 5 months : IOS developer as a freelancer (from 10/2013-> Present)

- 1 year : IOS developer , game developer and reseacher of Boredninjas ( from 1/2015 - >12/2015)

- 17 months : Machine learning at Okiela (from 3/2016 ->8/2017)