Manh Ho Dinh

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EDUCATION

2021 - present	University of Information Technology - VNUHCM	(GPA: 8.51/10)
	Bachelor of Software Engineering	

WORK EXPERIENCE

Danieli Group   03/2024 - Present
Software Engineering   District 7, Ho Chi Minh

Interns work remotely with the team headquartered in Italy, participating in developing and improving projects using .Net, WPF, SQL Server, Redis, RabbitMQ, and Docker.

DI4L   08/2023 - 11/2023
Software Engineering   Ho Chi Minh (Remote)

Focused on mobile app development using Flutter, integrating RESTful API, Bloc, and Cubit. Involved in UI design, implementing new features, optimizing app performance and Deploying to Google Store.

University of Information Technology   02/2022 - Present
AI Researcher   Thu Duc, Ho Chi Minh

Member of UIT Together research group focused on Computer vision and Machine learning. Supported young researchers to develop and strengthen international links, and improve scientific publishing abilities.

PROJECTS

HealYou - Health and Fitness Application   03/2024 - 06/2024

Team Leader - Fullstack developer
- Led a team of 5 members in the development process.
- Orienting the technology for the integration of Google Maps, food recommendation, and food detection.
- Developing the food detection feature.
- Deployed Melody application to the Google Play Store.
- Managed work progress, reviewed code pull requests, and provided support to team members.

Source: HealYou-Source-Code Video-Demo

Flood Condition Traffic Detection   03/2024 - 06/2024

AI Researcher
- Led a team of 2 members in the development process.
- Utilized ClimateGAN to generate images depicting scenes of flooding.
- Utilized Segment-Anything to extract objects from original images and integrate them into the generated flood images.
- Executed experiments and model performance evaluations using YOLOv10 for vehicle detection.
- Handled the task of deploying a demo version of the model using Gradio and Hugging Face.
- Authored a scientific paper detailing the methodologies, experiments, and results of the project.

Datasets: Genarate-Dataset Flood-Visdrone-Dataset
AI: Training-AI Hugging-Face-Demo

Melody - Music Application
03/2024 - 06/2024

Fullstack developer
- Creating the base source code for the project.
- Orienting the technology for the integration of speech-to-text, Music Recognition, ChatGPT-4.
- Developing features such as Sign In, Sign Up, Google Login, Album Management, and Music Recognize.
- Deployed Melody application to the Google Play Store.
Source: [Video-Demo Melody-Source-code]

HomeLand - Apartment Management Webiste
09/2023 - 12/2023

Team Leader - Fullstack developer
- Led a team of 5 members in the development process.
- Analyzed project requirements, designed the application on Figma, and wrote test plans.
- Implemented fullstack solutions using Next.js(FrontEnd), Nest.js(Backend), and PostgreSQL(Database).
- Integrated Superbase for file storage, optimized with Redis, deployed with Render and Vercel.
- Enabled Momo online payments, facilitated service feedback, and maintenance requests.
- Conducted unit testing with Jest and mutate testing with Stryker.
- Managed work progress, reviewed code pull requests, and provided support to team members.
Source: [Website Video-Demo HomeLandFE HomeLandBE]

CitySense - Traffic Solution Application
08/2023 - 10/2023

Team Leader - Fullstack developer
- Led a team of 4 members in the development process.
- Utilized Flutter, Firebase, YOLOv8, and Deep Sort to redefine urban mobility and traffic management.
- Integrated Google Maps APIs and Trueway for seamless navigation.
- Deployed CitySense Application to Google Store.
- Supported the team in creating datasets and pre-training models.
- Managed project progress and ensured the quality of the product output.
Videos: [Overview Application-Flow]
Source: [CitySense-Application Traffic-Tracking-Yolov8]

ACTIVITIES

UIT Data Science Challenge
08/2023 - 10/2023

Faculty of Information Science and Technology
Participated in the UIT Data Science Challenge, a competition with 46 teams, where my team successfully developed the City Sense - Traffic solution application. Our project advanced to the semi-finals, securing a spot among the top 15 teams in the competition. The City Sense application aimed to revolutionize urban mobility and traffic management.

Game UIT Hackathon
26 - 27/11/2022

Faculty of Software Engineering
Participated in Game UIT Hackathon season 6 as a member of a 4-person team. Developed the "Plan to Earn" app to connect people who want to plant trees to protect the environment.

ACHIEVEMENTS

1. Student of Five Merits - 2023
2. Vietnam Electricity Scholarship - 2024