

NGUYEN TRONG VIET

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EDUCATION

Hanoi University of Science - High School for Gifted Students

July 2021 - May 2024

- Major in Mathematics — GPA 9.9 (12th Grade)

The University of Sydney | Bachelor of Advanced Computing

Feb 2025 - Present

- Recipient of Sydney International Undergraduate Academic Excellence Scholarship

AWARDS & ACHIEVEMENTS

Silver Medal in Vietnam National Round of International Olympiad in Artificial Intelligence (IOAI)

May - July 2024

- In top 5% of participated teams by working on 3 problems: Pill images Classification, PM2.5 dust index Prediction, and Biomedical Text Summarization

Silver Prize of the Team's Excellent Project and Completed with High Distinction in the AI Programming for Beginners Course

May - July 2024

- Ranked 3rd out of 18 teams by working on 3 problems: House price prediction, Classify images of wearing masks, Text Sentiment Analysis

3rd Prize in VNU Olympiad in Informatics for High School Students

April 2023

- A Competitive Programming Competition, organized to select the school's Informatics team to compete in Vietnam Olympiad in Informatics

Silver Medal in Cohost AI Hackathon

July 2022

- Competition in Computer Vision, organized by HUS High School for Gifted Students in conjunction with Cohost AI Vietnam
- Led the team of 4 people to build an AI model to classify whether a person in the image punched the ball or not, which achieved 75.9% accuracy on the first round and 62.75% accuracy in the final round

PROJECTS

Event Retrieval from Videos

July 2024 - Current

- Developing a platform that enables users to search for events in a video database using text and image queries
- Using TransNetV2 for keyframes detection, CLIP for features extraction, and FAISS for vector database

Motorbike Theft Detection

July 2024 - Current

- Developing an AI model for shops that detect theft based on personal ID and behavior
- Using YOLOv8 for object detection and ResNet for person re-identification

Digital School

March - August 2023

- Led the Data team in designing the comprehensive model for the school, showcasing the school's 3D model and achievements
- Presented the project during an international web design exchange with Software Gyeongbuk High School, Korea

ACTIVITIES

Informatics Instructor at Sao Khue Club

July 2024

- Acted as the main teacher in a coding course for high school students in Hanoi, focusing on C++ language and basic algorithms

Host HSGS Hackathon 2024

April - May 2024

- Annual competition for Informatics team students in HUS High School for Gifted Students
- Provided training on the fundamentals of Artificial Intelligence for over 50 students
- Gave problem statements, datasets, and evaluation metrics for contests of Handwritten Digit Recognition and Calculating Handwritten Math Expressions

Host HSGS Hackathon 2023

April - July 2023

- Annual competition for Informatics team students in HUS High School for Gifted Students
- Provided training on designing 3D graphics using Blender for over 50 students
- Hosted a contest about 3D models and Unity for interaction with models, giving problems and evaluating models

Supporter of HSGS Code Camp 2022

May - July 2022

- Provided free programming skills training to Vietnamese students, focusing on C++ language
- Assisted over 100 students in coding by supporting them throughout the course

SKILLS

Programming Languages: C/C++, Python, JavaScript, HTML/CSS

Machine Learning & AI Frameworks: TensorFlow, PyTorch, Keras, scikit-learn

Tools & Software: Github, Docker, Linux