Mai Nguyen Nhat Nam |

Curriculum Vitæ

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Education

- **Ho Chi Minh City University of Education & Technology** — **Ho Chi Minh, Vietnam**
  Bacherlor of Information Technology — *2021-present*

  HCMUTE is a Vietnamese public university, wellknown as Top 1 University of VVN

- **Nguyen Khuyen Prison High School** — **Can Tho, Vietnam**
  Vietnam National High School Graduation Examination — *2018-2021*

Skills and Interests

- **Programming Languages:** C/C++, Python, JavaScript, Pascal, C#.
- **Technology:** Git, GitHub, Jekyll, Jupyter Notebook, RESTful API, Heroku.
- **Language Proficiency:** Vietnamese (*native*), English (*IELTS 5.0*), Japanese (*limited*).
- **Research interests:** Software development, Automation.
- **Other skills:** Documentation Writing, Template Metaprogramming, Front-End Web Development.

Awards and Honours

- **Vietnam Olympiad of Informatics** — **by MoET**
  2nd Prize, Ranked #34 — *2017*

  An annual competitive programming contest held by the Ministry of Education and Training of Vietnam for high-school students to select representatives for the International Olympiad of Informatics (IOI).

- **The April 30 Olympiad of Informatics** — **by HCMC DoET**
  Gold Medal, Ranked #6 — *2016*

  An annual competitive programming contest held by HCMC's Department of Education and Training for Southern-Vietnamese high-school students.

Activities

- **Google Summer of Code** — **CGAL Project & Google LLC**
  Student Developer — *2019, 2018*

  An annual program in which Google awards stipends to all students who successfully complete a requested free and open-source software coding project during the summer.

- **PiMA Summer Camp** — **in HCMC, Vietnam**
  Mentor — *2019, 2017*

  The program aiming at teaching high-school students how to apply mathematics to real-life problems. In 2017, I mentored a group of three students on the project "Evaluate biomedical devices", using Python to analyze data and LaTeX to present the report.

- **Google Code-in** — **Google LLC**
  Student Developer — *2016*

  An annual programming competition hosted by Google Inc. where pre-university students complete tasks specified by various, partnering open source organizations. During this program, I mainly worked on two projects, namely the FOSSASIA GCi Website and the Susi Bot.

- **Free Contest**
  Junior System Admin & Problem-setter — *2016*

  A weekly IOI-like competition for Vietnamese students, held by a small group of enthusiastic pro- grammers. I managed the server of the contest and designed some programming problems for the participants.

Experience

Python Library Developer

Centre National de la Recherche Scientifique
CGAL Contributor — *2019*
Advisors: Dr. Guillaume Damiand (CNRS) & Dr. Francis Lazarus (GIPSA-lab)

I implemented the algorithm to compute non-contractible cycles on a 2-manifold, being part of the Surface mesh topology package. It is then used to find the edge-width and the face-width of the surface. The surface can be orientable or non-orientable.