

EDUCATION

- **Mohamed bin Zayed University of Artificial Intelligence** 2022 - present
 - Currently pursuing Doctor of Philosophy in Computer Vision.
- **University of Engineering and Technology** 2019 - 2022
 - B.S.E. in Computer Science.
 - Graduated one year early.
- **Nguyen Du High school for gifted students** Dak Lak, 2016 - 2019
 - Informatics specialized student

ACHIVEMENTS & PUBLICATIONS

- **Third, and first prizes in the Vietnamese national Olympiad in Informatics**
 - An annual programming contest about algorithms and programming held by the Ministry of Education and Training of Vietnam for Vietnamese high-school students.
[Link to the contest.](#)
 - Ranked 1st in 2019.
- **Participating in many ACM-ICPC Contests**
 - ACM-ICPC is an annual multi-tiered competitive programming competition among the universities of the world. [Link to the contest](#)
 - Ranked 8th and 6th in Vietnam Regional ACM-ICPC Contest 2021 and 2022 respectively.
 - Ranked 21th in Thailan Regional Contest 2020.
- **Published papers at top tie conferences**
 - [VOODOO XP: Expressive One-Shot Head Reenactment for VR Telepresence](#), SIGGRAPH Asia'24
 - [VOODOO 3D: Volumetric pOrtrait Disentanglement fOr Online 3D head reenactment](#), CVPR'24
 - [Blur2Blur: Blur Conversion for Unsupervised Image Deblurring on Unknown Domains](#), CVPR'24
 - [HyperCUT: Video Sequence from a Single Blurry Image using Unsupervised Ordering](#), CVPR'23
 - [QC-StyleGAN - Quality Controllable Image Generation and Manipulation](#), NeurIPS'22.
 - [Transferability Between Regression Tasks](#), UAI'23.
 - [Exploring Image Deblurring via Encoded Blur Kernel Space](#), CVPR'21.
- **Demos**
 - [VOODOO VR: One-Shot Neural Avatars for Virtual Reality](#) , SIGGRAPH Real-time Live 2024
- **Patents**
 - FACE-AWARE OFFSET CALCULATION MODULE AND METHOD FOR FACIAL FRAME INTERPOLATION AND ENHANCEMENT AND A FACE VIDEO DEBLURRING SYSTEM AND METHOD USING THE SAMEFACE-AWARE OFFSET CALCULATION MODULE AND METHOD FOR FACIAL FRAME INTERPOLATION AND ENHANCEMENT AND A FACE VIDEO DEBLURRING SYSTEM AND METHOD USING THE SAME US 20220067886 A1 · Issued Sep 1, 2020

SKILLS

- **Good problem solving skills and algorithm & data structures knowledge**
 - Achieved many competitive programming awards.
- **Frameworks used**
 - Pytorch, Pytorch Lightning, OpenGL
- **Programming languages used**
 - C++, Python
- **Research skills**
 - Worked for three years at VinAI Research in the field of Blind Image Deblurring, resulted in many papers at top-tier conferences.
 - Second year Ph.D. student at MBZUAI Metaverse Lab, under supervision of Dr. Hao Li. Working on Neural Avatar Generation.

INTEREST

- Studying deeply fields of Artificial Intelligent, especially Computer Vision.
- Constructing novel ideas and making useful products
- Solving challenging problems required mathematics and algorithms.
- Watching (good) movies

EXPERIENCE

- Internship at Pinscreen 2024
- Third year PhD Student at MBZUAI 2022 - present
- Reviewer at top-tier conferences, e.g. ICCV, CVPR, ECCV, WACV. 2021 - present
- Teacher assistant for **3D Geometry Processing** course (CV804) at MBZUAI. Built OpenGL homeworks and solutions. 2024
- Teacher assistant for **Advanced 3D Computer Vision** course (CV702) at MBZUAI 2023
- VinAI Residency Internship 2019 - 2022

LANGUAGE PROFICIENCY

English (**IELTS 7.5**) and Vietnamese (native).