# Phong Tran

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## EDUCATION

# • Mohamed bin Zayed University of Artificial Intelligence

2022 - present

o Currently pursuing Doctor of Philosophy in Computer Vision.

#### • University of Engineering and Technology

2019 - 2022

• B.S.E. in Computer Science.

• Nguyen Du High school for gifted students

Dak Lak, 2016 - 2019

## ACHIVEMENTS & AWARDS

# • 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.
- $\circ$  Ranked 1<sup>st</sup> 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
- $\circ$  Ranked  $8^{th}$  and  $6^{th}$  in Vietnam Regional ACM-ICPC Contest 2021 and 2022 respectively.
- $\circ$  Ranked  $21^{th}$  in Thailan Regional Contest 2020.

## • Published a paper at top tie conferences

- o Exploring Image Deblurring via Encoded Blur Kernel Space, published at CVPR'21.
- QC-StyleGAN Quality Controllable Image Generation and Manipulation, published at NeurIPS'22.
- Transferability Between Regression Tasks, published at UAI'23.
- $\circ$  HyperCUT: Video Sequence from a Single Blurry Image using Unsupervised Ordering, published at CVPR'22
- VOODOO 3D: VOlumetric pOrtrait Disentanglement fOr Online 3D head reenactment, Under submission at CVPR'24
- Blur2Blur: Blur Conversion for Unsupervised Image Deblurring on Unknown Domains, Under submission at CVPR'24

#### • 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
- Two other pending pattents

#### SKILLS

#### • Good problem solving skills and algorithm & data structures knowledge

- Achieved many competetive programming awards.
- Machine learning and deep learning frameworks
  - One of my deep learning project written in Pytorch.
- Programming languages used

o C++, Python

#### • Research skills

- Worked for three years at VinAI Research as an Research Residency Intern
- o Second year Ph.D. student at MBZUAI Metaverse Lab, under supervision of Dr. Hao Li.

## • Engineering skills

• Studied at an engineering school (UET-VNU), I have experienced many other fields: Web development (NodeJS, ReactJS), Android app development (Kotlin), DBMS (mySQL), OOAD, e.t.c.

## 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

- Three years experience with Image Deblurring in VinAI Lab, resulted in three papers at CVPR and NeuRIPS 2019 - 2022
- Working in Neural Avatar field at MBZUAI as a PhD student 2022 present
- Reviewer at top-tier conferences, e.g. ICCV, CVPR, ECCV, WACV. 2021 present
- Taught algorithms for Nguyen Du High school for the Gifted for the Vietnamese National Olympiad in Informatics 2019
- Working as a teacher assistant for Advanced 3D Computer Vision course at MBZUAI 2023 present

## Language Proficiency

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