

PHONG NGUYEN

Student



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EDUCATION

B.S.Information Technology

Ho Chi Minh University of Education [2019 –2023]

- Field of study: Computer Science.
- GPA: 3.38/ 4.00.

[Link to transcript](#)

RELEVANT SKILLS

- Experience with Data Structures and Algorithms from Competitive Programming.
- Experience with Python and Data Science Libraries like Pandas, Numpy, Matplotlib, Scikit-Learn, OpenCV, TensorFlow – Keras, PyTorch.
- Experience in developing web pages using HTML, CSS, JavaScript, PHP, React JS, Redux, Flex, Node JS, React Native, AJAX, jQuery, Bootstrap, Laravel, Django.
- Experience with Computer Vision.
- Experience with Relational Database (MSSQL, MySQL).
- Knowledge of database platforms such as MongoDB, Firebase.
- Knowledge of Linux, Windows.
- Familiar with Git to version control source codes.
- Ability to study and apply new algorithms, technologies, tools, frameworks, etc.

HONOURS AND AWARDS

Student Scientific Research Awards, Consolation Prize

April 2022

<ul style="list-style-type: none"> The system detects comments that are not suitable to the content of the Facebook post. 	
2021 Vietnam National Olympiad in Informatics - Specialized Class, Third Prize	<i>March-2022</i>
The 2021 ICPC Asia Can Tho Regional Contest, Honorable Mention	<i>March-2022</i>
<u>The 2021 Vietnam PROCON Contest, Honorable Mention</u>	<i>March-2022</i>
<ul style="list-style-type: none"> Ranked 7th among 16 teams. 	
<u>The KMS Gotcha Corona Game, 4th Prize</u>	<i>June 2021-July-2021</i>
<ul style="list-style-type: none"> Applied YOLOv5 and synthetic dataset to win the 4th Prize. 	
Student Scientific Research Awards, Consolation Prize	<i>April-2021</i>
<ul style="list-style-type: none"> Applied LSTM to predict gold price. 	
<u>The 2020 Vietnam PROCON Contest, Third Prize</u>	<i>November-2020</i>
The 2020 ICPC Asia Can Tho Regional Contest, Honorable Mention	<i>November-2020</i>
<i>ICPC Foundation [2020]</i>	
<ul style="list-style-type: none"> Ranked 99th among 113 teams. 	
2020 Vietnam National Olympiad in Informatics - Specialized Class, Honorable Mention	<i>November-2020</i>
The 2020 ACM-ICPC National Contest, Honorable Mention	<i>October-2020</i>
<i>ICPC Foundation [2020]</i>	
<ul style="list-style-type: none"> Ranked 168th among 322 teams. 	
<u>The 2019 Vietnam PROCON Contest, Third Prize</u>	<i>November-2019</i>
The 2019 ICPC Asia Da Nang Regional Contest, Honorable Mention	<i>November-2019</i>
<i>ICPC Foundation [2019]</i>	
The 2019 ACM-ICPC National Contest, Consolation Prize	<i>November-2019</i>
<i>ICPC Foundation [2019]</i>	
<ul style="list-style-type: none"> The name of team is The Girls. Ranked 83th among 145 teams. 	
<u>2019 Vietnam National Olympiad in Informatics – Non-Specialized Class, Consolation Prize</u>	<i>November-2019</i>
2019 Provincial excellent student Informatics, Second Prize	<i>February-2019</i>

PROJECT

A Vietnamese Knowledge-based System for Solving Elementary Math Problems [January 2021 – May 2021]

- Final project in my Artificial Intelligence class.
- My work was to design the main components of a KB System in order to solve a given set of Vietnam's Elementary Math Problems.
- Using forward reasoning, our designed inference engine, based on our designed rules and relations, managed to give a complete solution to the input problem given in predefined patterns of natural language (Vietnamese).

[Link to GitHub Repository](#)

KMS Gotcha Corona Game [June 2021 – July 2021]

- Project to participate in the competition organized by KMS.
- My work was to design a model to recognize the "Corona" in the image.
- I have trained FasterRCNN model and YOLOv5 model. But the YOLOv5 model trained on the synthetic dataset has higher result, so I used YOLOv5 model to detect 6 types of corona viruses in the game.

[Link to GitHub Repository](#)

QR Detection [December 2021]

- Final project in my Digital Processing class.
- My work was to improve the accuracy of the detector.
- Using OpenCV, Tkinter library.

[Link to Github Repository](#)

Chess 3D [November 2021 – December 2021]

- Final project in my Computer Graphics class.
- My work was to design the rules of chess, the object selection feature, based on OpenGL library.

[Link to Github Repository](#)

Implement Aspect-Based Sentiment Analysis for sales web [April 2022]

- Final project in my Natural language Processing.
- My work was to explain Aspect-Based Sentiment Analysis.
- Using PyAbsa library to deploy deep learning model into sales web.

[Link to Github Repository](#)

The system detects comments that are not suitable to the content of the Facebook post [December 2021 – April 2022]

- Topics participating in the student science research.
- My work was to collect data from Facebook, Build a model to detect comments that do not suitable a post, deploy the model to the web similar to Facebook.
- Me and my partner were collected 12k comments from posts and manually label them, using a deep learning model with a feature extraction as Embedding layer. Adding with the use of the LSTM layer and the fully-connected layer, we successfully predict the comment not suitable with f1 score of 0.84.

[Link to Word report](#)
