



Lai Thé Rin

INTERN AI ENGINEER

Profile

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Skills

Professional Skills:

- Machine Learning Algorithms (Linear Regression, SVM, Decision Trees, Random Forest, ...)
- Deep Learning (CNN, RNN, LSTM, Transformers,...)
- Natural Language Processing (Tokenization, Text Classification, Word Embedding)
- API Testing with Postman.
- Basic programming & web: HTML, SQL, CSS, JavaScript, Python(NumPy, pandas, scikit-learn, matplotlib).

Soft Skills:

- Time management, communication, team coordination.
- Flexible problem-solving & handling situations.
- Creative thinking, eagerness to learn, meticulous in work.

Office & Design Skills:

- Proficient in: Word, Excel, PowerPoint.
- Image, slide & poster design: Photoshop, Canva.

Objective

Short-term:

In the next 3–6 months, I aim to gain hands-on experience through real AI projects, **specifically in LLMs, GenAI, and Computer Vision**, strengthen my skills in Python, Machine Learning, Deep Learning, and NLP, and become familiar with the team's workflows and development processes.

Long-term:

Within 1–2 years, I hope to develop into a capable AI Engineer who can build and optimize practical AI models and contribute to the company's core AI solutions and long-term technological direction.

Work experience

Scientific Research

10/2024 - 04/2025

Role: Member

Topic: Research on Some AI Algorithms and Applications in Weather Forecasting Application Using RandomForest + Tkinter GUI

Technologies: Python, Scikit-learn, RandomForestClassifier, Tkinter, PIL

Description:

- Trained a machine learning model to predict weather conditions from real data (temperature, humidity, wind, clouds...).
- Built a pipeline for missing value handling, normalization, and RandomForest training.
- Developed a Tkinter UI for users to input data → get predictions → display icons.
- Input validation and user error warnings implemented.

Results:

- Model achieved **~90%+ accuracy** (depending on dataset).
- User interface is intuitive and easy to use.
- Won the encouragement prize for school-wide scientific research

Scientific Research

10/2025 - present

Role: Team Leader

Topic: Research Stock Price Prediction Application Using LSTM

Technologies: Python, TensorFlow/Keras, NumPy, Pandas, StandardScaler

Description:

- Predicted next-day closing stock prices using four years of historical data.
- Preprocessed data, handled missing values, scaled features, and created 60-day sequences for model input.
- Built a 2-layer LSTM model to capture temporal patterns in stock prices.
- Evaluated performance using MAE, MSE, and R² metrics.

Results:

- Model achieved **R² ~ 0.968**, demonstrating high accuracy and stable predictions.
- Successfully captured stock price trends, showing the effectiveness of LSTM for time-series forecasting and potential for financial decision support.

NEAT-Based Dino Game AI

2/2025 - 6/2025

Personal project

Topic: NEAT-Based Dino Game AI (Reinforcement Learning + Neuroevolution)

Education

Hanoi University of Industry - 4th

Year Student

Major: Software Engineering

GPA: 3.0/4

District-level math students from
grades 1 to 12

VietNguyenAI's Advanced Data
Science Machine Learning Course

Technologies: Python, NEAT-Python, Pygame

Description:

- Developed an AI agent that autonomously plays the Chrome Dino game using the NEAT neuroevolution algorithm.
- Implemented game logic with Pygame, including obstacle generation, collision detection, and dino movement.
- Designed a fitness function rewarding survival time, enabling genomes to evolve better jump decisions across generations.
- Neural networks processed inputs such as dinosaur position and obstacle distance to trigger jump actions.

Results:

- AI models showed continuous improvement each generation and learned to avoid obstacles reliably.