NGUYEN VAN TU

AI Engineer Intern

Education

VNUHCM - University of Science

2022 - 2026

Bachelor of Information of Technology — Major: Computer Vision

Ho Chi Minh City

• Courseworks: OOP, DSA, Databases, Mathematics for AI, Probability and Statistics, AI Fundamentals, Machine Learning, Digital Image & Video Processing

Technical Skills

Languages: Python, C++, JavaScript

Libraries/Frameworks: FastAPI, LangChain, Pytorch, Transformers, Scikit-learn, Pandas, Matplotlib, Milvus

Developer Tools: Azure, Git, Docker Foreign languages: IELTS 6.0

Projects

Educhain | 5 members | github.com/Tuprott991/Educhain-AI

Jan - Mar 2025

- Role: Team lead / AI Engineer
- Description: Built a personalized learning platform integrating AI agents for lightRAG-chatbot, study set generation, and knowledge profiling.
- Utilized FastAPI for fast and efficient request handling backend. Leveraged Langchain to build agents with optimized retrieval and LLM-database interactions.
- Managed all data with PostgreSQL, leveraging pgvector for vector storage and Apache AGE for knowledge graphs
- Fine-tuned Qwen2.5-7B using the LoRA method and deployed it with vLLM for optimized inference.
- Techs: Python, FastAPI, Langchain, PostgreSQL, LoRA, vLLM, lightRAG.

Multimodal Video Retrieval | 5 members | github.com/Tuprott991/AIthena-C

Aug - Oct 2024

- Role: Team lead / AI Engineer
- **Description:** Developed a interactive web system to search videos event based on natural language, scene, voice, OCR, and other metadata.
- Reduced search latency by 30% through optimized keyframe extraction using OpenCV and TransNetV2.
- Applied CLIP ViT L/14 and BLIP-2 for embedding generation, enabling efficient vector search with FAISS.
- Enhanced retrieval performance with **multimodal inputs** (text, voice, prompts, objects); integrated **GPT-40** for query refinement and visual question answering, and employed **Whisper** for accurate real-time speech-to-text conversion.
- Techs: Python, Flask, HuggingFace, Numpy, Transformer, OpenAI

Vision Language Object Tracking | github.com/Tuprott991/Object-tracking-Natural-Language

Dec 2024

- Description: Designed an object tracking pipeline that integrates natural language inputs for enhanced object identification and tracking across video frames. Leveraged vision-language models for understanding scene context and tracking targets based on user queries.
- Improved object tracking precision by 20% with a custom-trained YOLOv5 model on a Vietnamese vehicle dataset.
- Implemented a hybrid approach combining candidates matching with CLIP for semantic query understanding and Deep-SORT for robust multi-object tracking.
- Techs: Python, Ultralytics, YOLO, CLIP, DeepSORT, Googletrans

Honors & Awards

- Champions of Web3 & AI Ideathon (2025) (over 450+ teams)
- Finalist in AI Challenge HCMC 2024
- Consolation Prize in The National Youth Informatics Competition 2022
- Champions of Line Follower Robot competition HCMUS (F-RACE) 2024

Publication

Tu Van Nguyen, Nghia Trung Duong, Nhan Thanh Pham, Thanh Xuan Luong, and Dang Duy Bui. An Interactive System For Visual Data Retrieval From Multimodal Input. *The International Symposium on Integrated Uncertainty in Knowledge Modelling and Decision Making (IUKM)*. 2025