

# Tuan-Vo Lan

☎ +84 813 161 507 | @ volantuan0908@gmail.com | 🌐 vltisme | 🐙 VLTisME | 🐙 vltisme.github.io

## EDUCATION

**VNUHCM - University of Science**  
Bachelor of Science in Computer Science

Viet Nam  
August 2024 – May 2028 (Expected)

## AWARDS & ACHIEVEMENTS

**Co-author of *STER-VLM: Spatio-Temporal with Enhanced Reference Vision-Language Models***

- Accepted at ICCVW (International Conference on Computer Vision Workshop) 2025.
- Contributed to a 5-member team in designing a pipeline that models normal and abnormal traffic patterns to better capture pedestrian and vehicle behavior.

**Third prize Final Round Olympic in AI HCMC**

**2025**

- **Led a team of three** building and utilizing advanced computer vision models, including ResNet, EfficientNet, and ViT to classify mushrooms, achieving over 97% accuracy on the testing dataset.

**Gold Medal Traditional 30/4 Olympiad in Informatics (top 10/200)**

**2023**

- An annual competitive programming competition in the South and Central regions.

**Gold Medal Informatics Olympiad in the Central - Central Highlands (top 7/200)**

**2023**

- Prestigious yearly algorithmic contest for high school students in the region.

**Code Tour Challenge Final Round by VNG (top 50/1200+)**

**2024**

- Passed three elimination rounds and got top 50 at the Final round, awarded a VNG T-shirt.

**IELTS 7.5 - CERF Level C1**

**2024**

- Advanced English language certification.

## PROJECTS

**Fragment Segmentation Application** 🐙 *Celery, Redis, Docker, Kubernetes*

**May 2025**

- Applied UNet and Mask R-CNN models to perform image segmentation on rocks, achieving over 95% accuracy on the testing dataset.
- Developing a web-based app for users to upload images, segment rocks, and calculate their sizes using the model.

**Hand Tracking in Unity Using Mediapipe and OpenCV** 🐙 *OpenCV, Unity*

**March 2025**

- Developed a real-time hand-tracking system integrating Mediapipe, OpenCV, and Unity to achieve accurate hand movement representation in a 3D virtual environment.
- Enabled interaction with virtual objects (e.g., red cubes) using webcam-captured hand movements, demonstrating potential for gaming and simulation applications.

## EXPERIENCE

**Volunteer at Contest Team at VNOI**

**August 2024**

*VNOI is a national nonprofit organization promoting computer science education in Vietnam.*

- Developed and proposed problems for high-quality contests such as the OI Contest and VNOI Regular Contest.
- Supervised the National Student Informatics Olympiad and the 2024 ICPC Asia Hanoi Regional, gaining event-management experience.

**Member of AI & DS team at Google Developer Group on Campus**

**November 2024**

*A community of students passionate about technology, coding, and innovation using Google technologies.*

- Collaborated with peers to develop AI/ML projects utilizing Google's tools and frameworks.

## SKILLS & INTERESTS

**Languages:** C++, Python.

**Developer Tools:** VS Code, Git, Github, L<sup>A</sup>T<sub>E</sub>X, Markdown.

**Libraries:** Tensorflow, Pytorch, Pandas, Numpy,...

**Interests & Hobbies:** Human Development, Game Theory, Astronomy, Journalizing, Traveling, Table Tennis,....