

Tuan-Vo Lan

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EDUCATION

VNUHCM - University of Science
Bachelor of Science in Computer Science

Viet Nam
August 2024 – May 2028 (Expected)

AWARDS & ACHIEVEMENTS

Co-author, accepted paper at ICCVW (International Conference on Computer Vision Work-2025 shop): *STER-VLM: Spatio-Temporal with Enhanced Reference Vision-Language Models*

- Contributed to a 5-member research team in designing a novel pipeline that models both normal and abnormal traffic patterns, enabling more accurate interpretation of pedestrian and vehicle behavior in dynamic scenes.

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^AT_EX, Markdown.

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

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