HoangNguyen

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I enjoy learning, teaching and doing research. My main interest is theoretical machine learning, especially graphical models, submodularity, and random processes on graphs.

EDUCATION

2015-2017 *(expected)* — **Tokyo Institute of Technology** - *M.Eng., Research/Teaching Assistant* — Tokyo, Japan

Computer Science major in School of Computing, specializing in Complex Networks. My study is funded by the Japanese Government.

`[Python, Machine Learning, Complex Networks] - GPA: 3.0/3.0 (JP)`

2009-2014 — **Hanoi University of Science and Technology** - *B.E., Research Assistant* — Hanoi, Vietnam

Majored in Computer Engineering and Telecommunication (5 years program).

`[VHDL, Verilog, C++, Embedded Systems, FPGA] - GPA: 3.2/4.0 (US)`

AWARDS

2015-2017 — **Japanese Government Scholarships (MEXT)** - *Master Studies* — Tokyo, Japan

The Monbukagakusho (Ministry of Education, Culture, Sports, Science & Technology) Scholarship is awarded to excellent students to pursue a higher degree in Japan.

2009-2015 — **Study-aid Scholarships** - *Undergraduate Studies* — Hanoi, Vietnam

Study-aid scholarships are awarded every semester to outstanding undergraduate students of Hanoi University of Science and Technology.

RESEARCH EXPERIENCE

2015-now — **Murata Laboratory** - *Research Assistant* — Tokyo, Japan

- Studied network science and machine learning (network motifs and deep models).
- Reviewed 2 papers submitted to ICDM 2016. <August 2016>
- Presented brain network construction from EEG data using generative models at NetSci 2016. gear.github.io/bnet <May 2016>

2012-2015 — **ESRC Laboratory** - *Research Assistant, General Manager* — Hanoi, Vietnam

- Studied embedded systems design and FPGA technology.
- Implemented a network on chip architecture and improved its performance by 40% using pipelining and parallel read-write buffers. gear.github.io/noc

WORK EXPERIENCE

Fall 2014 — **Donuts Hanoi Co. Ltd** - *iOS Software Engineering Intern* — Hanoi, Vietnam

Implemented bonus game scenes, ranking boards, and a multimedia newsletter for a game named "Gachinko no Tora" in C++. The game can be found at gachitora.jp.

PROJECTS

- Deep-CREST: Deep models compression (JST funded project).
- MAGE: Motifs Aware Graph Embedding. gear.github.io/mage
- More at: gear.github.io/projects/

LANGUAGES

Vietnamese *native*
English *fluent (iBT: 103)*
Japanese *basic*

PROGRAMMING

Python, C++
Java, Javascript, HTML/CSS
Haskell, Scala, Coq

FRAMEWORKS

Caffe, NetworkX, Tensorflow
graph-tool, Theano, Sklearn
Cocos2dx, Cocoa

Updated on 2017/04/12