



EDUCATION

MASTER OF SCIENCE

Computer Science
Tokyo Institute of Tech.
2015 ▶ present

BACHELOR OF ENG.

Computer Engineering
Hanoi Uni. of Sci. & Tech.
2009 ▶ 2014

COURSES

TOKYO TECH

Machine Learning,
Complex Networks,
Discrete Geometry,
Advanced Databases,

COURSERA/OCW

Machine Learning,
Algorithms: Design &
Analysis, Probabilistic
Graphical Models

LANGUAGES

Python

5000+ lines

Swift, Java SE, C++

2000+ lines

Objective-C, Coq, Haskell

"Hello, World!"

FRAMEWORKS

Theano, Keras

Tensorflow

NetworkX, SNAP.PY

EXPERIENCE

RESEARCH / Research assistant

MURATA LABORATORY

URL: net.c.titech.ac.jp

2015 ▶ present
1 year

My research focuses on neuronal machine learning models and complex networks. Currently, I am working on a motif-biased random walk model for graph latent representations learning. By using random walk as the negative samples generator and motif-biased random walk as positive samples generator, my model managed to outperform the latest models in graph labeling task by 5% in the worst case. My other activities include teaching assistant (Machine Learning, Complex Network), Fuji Xerox database project researcher, and horse racing "Keiba" betting competition.

ESRC LABORATORY

LOCATION: Hanoi University of Science and Technology

2012 ▶ 2015
2 years, 8 months

I was responsible for leading an undergraduate team of 3 in an FPGA technology based project: 2-by-2 Mesh Network on Chip. In the early stage of the project, I designed and implemented a 2-by-2 Torus router to build a prototype for the network. Later, I was in charge of the network interface module which was the main bottleneck in the system. By splitting the buffer in half and using pipelining techniques for simultaneous read/write, I managed to improve the throughput of the module by 40% compared to the original design.

SOFTWARE DEVELOPMENT / Software engineering intern

DONUTS HANOI CO. LTD,

URL: www.donuts.ne.jp/products/gachinko/

2015 ▶ 2015
4 months

My responsibility is client-side mobile game development on Android. I worked with Cocos-2dx (C++) framework and LAMP server during my internship. I created a new game stage that appears when there is an event (Halloween, New Year, etc.) and improved the newsletter from plaintext to multimedia by implementing a linked list data structure.

ACADEMIC ACTIVITIES

AAAI'17: "Motif-Aware Graph Embedding"

Hoang Nguyen, Shun Nukui, Tsuyoshi Murata
Submitted for revision.

REVIEWER: ICDM 2016.

NETSCI'16: Brain Network Presentation.

URL: www.complexity.es/netsci2016brain



AWARDS

2015: Japanese Government Scholarship (MEXT).

Master studies, 2015-2017.

2014: Best thesis defense.

2-by-2 Mesh NoC on FPGA.
Supervised by Assoc. Prof. Nam Pham Ngoc.