HOANG NT

TOKYO, JAPAN
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gear.github.io
/hoang-nt

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

MACHINE LEARNING
Titech, Coursera

COMPLEX NETWORK
Titech

ALGORITHMS
Coursera

DISCRETE GEOMETRY
Titech

ADVANCED DATABASE
Titech

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 / Reseach assistant

MURATA LABORATORY — 2015 ▸ present
URL: Murata Laboratory Homepage

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 — 2012 ▸ 2015
LOCATION: Hanoi University of Science and Technology

I was responsible to lead an undergraduate team of 3 in a 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 prototype for the network. Later, I was in charge of the network interface module because it was the main bottle neck in the system. By splitting the buffer in half and using pipelining technique 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, — 2015 ▸ 2015
URL: Gachinko no Tora

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 plain text to multimedia by implementing linked list data structure.

ACADEMIC ACTIVITIES

AAAI'17: "Motif-Aware Graph Embedding"
Hoang Nguyen, Shun Nukui, Tsuyoshi Murata
Submitted for review.

REVIEWER: ICDM 2016.

NETSCI'16: Brain Network Presentation.
URL: Netsci Brain Satellite

REWARDS

2015: Japanese Government Scholarship (MEXT).
Master study, 2015-2017.

2014: Best thesis defense.
2-by-2 Mesh NoC on FPGA.
Supervised by Assoc. Prof. Nam Pham Ngoc.