

Hoang Nguyen

Full name: Nguyen Thai Hoang

gear.github.io/aboutme/
github.com/gear/



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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 **Tokyo Institute of Technology** - *M.Eng., Teaching Assistant* Tokyo, Japan
(expected) 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: 2.9/3.0 (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

- Summer 2015 **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: Deploy deep models on embedded systems (JAIST funded project).
- MAGE: Motifs Aware Graph Embedding. gear.github.io/mage
- INFECTION AR Game. github.com/gear/PLB-2015F-ARGame
- 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

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

