BAO HUYNH VAN NGUYEN
Information Technology Student at Hue University of Sciences

hvnguyenbao0611@gmail.com • (+84)905 920 814 • Hue, Thua Thien Hue, Viet Nam
linkedin.com/in/bao-huynhvannguyen/ • https://github.com/baco0611

ABOUT ME

I am a dynamic, creative, motivated IT student with good leadership and work arrangement skills. In the short term, I aim to deepen my knowledge of computer science technologies. In the long term, I aspire to become a project manager capable of overseeing large and complex systems.

EDUCATION

HUE UNIVERSITY OF SCIENCE   **Thua Thien Hue, Viet Nam**
Bachelor of Engineering, Major in Computer Science; Minor in Information Technology   **2021 – 2024**
- GPA: **3.76** / 4.00
- Graduating as an excellent student, ranking in the top 2 of the Faculty of Information Technology.

Other achievements
- Second prize in the web-based newspaper-making contest with the theme "Celebrating the 65th Anniversary of the School's Founding".
- Received scholarships for academic excellence for six consecutive semesters.

SKILL

Programming Language:	C++, JavaScript, Python
Artificial Intelligence:	Keras, TensorFlow
Front-end:	HTML, CSS, Bootstrap 5, Tailwind, React
Technical Skills:	Front-end Development, Web design (Figma)
Program Management:	Notion, Trello, Google Drive, Git

WORK EXPERIENCE

SKY-FIELD CORPORATION   **Toshima, Tokyo, Japan**
AI Internship   **Mar 2024 – present**
- Better understanding of the process and importance of digital transformation (DX) in the architecture industry, especially in Japan.
- Studying basic computer vision algorithms and automatic image generation models such as DCGAN and MirrorGAN.

BRYCEN VIETNAM   **Hue, Thua Thien Hue, Viet Nam**
AI Internship   **Apr 2023 – Aug 2023**
- Understanding of development trends in the information technology industry and basic knowledge of computer science.
- Studying fundamental concepts and theories of Natural Language Processing (NLP), then implementing various NLP models, including state-of-the-art (SOTA) approaches.
- Building a simple chatbot application using the OpenAI API key.

KIS-GE INTERNSHIP PROGRAM   **Hue, Thua Thien Hue, Viet Nam**
Participant in KIS-GE Internship Program   **Sep 2022 – Jun 2023**
- Japanese - Vietnamese interpretation at meetings, classes, and at exchange programs between schools, and companies with students.
- Managing, submitting ideas, tracking, and monitoring work structure and progress.
- Providing project reports, offering solutions, and coordinating to resolve issues that may arise during product development.

Leader of AKAGOE project   **Sep 2022 – Jun 2023**
- Managing a team of 4 people building a game using Unity, C#, and web using ReactJs framework for front-end, and Laravel framework for back-end.
- Conceptualizing, analyzing, and designing content as well as assigning work to members based on the Trello platform, storing documents using Google Drive, and meeting over 75% of business criteria.
- Develop strategies and plans to keep the whole team above 70% on track and edit timelines when things go wrong.
- Programming a website for a project that uses the ReactJs framework and connects to the backend via an API.

HUE UNIVERSITY OF SCIENCES   **Hue, Thua Thien Hue, Viet Nam**
Participant at Central Programming League   **May 2022 – Sep 2022**
- Studying and analyzing algorithms (greedy, recursion, etc.) to solve problems in ACM-ICPC competitions.
- Solving practice problems and supporting other members in the process of finding the best solution.
- Top 10 Final Competition "Central Programming League - Hue 2022"

PROJECT

Feature representations for image classification research   **March 2024 - May 2024**
Personal Project
- Conducting research on methods for extracting local and global features of images, with in-depth studies on the SIFT method, BoVW model, and VGG network.
- Objectively comparing these methods using datasets of cats and dogs as well as sign language on various image transformation criteria. Results show that the VGG model performs well with large datasets, while SIFT excels with spatial transformations.

Kanji Classification Model   **Dec 2023 - Jan 2024**
Personal Project
- Successfully training a model to recognize 46 kanji characters at the N5 level using a handwritten kanji dataset collected from 5 individuals, achieving an accuracy of 90%.
- Objectively comparing the performance between classification models including kNN, SVM, and the PCA dimensionality reduction method in improving the model.

UEH University Orientation Festival Website   **Aug 2023 - Oct 2023**
Group Project (position: front-end)
- Technologies: React.js, Animation.css, Sweetaleart, Sass
- Programming a media website for the UEH University event, achieving over 4000 visits within one month.
- Utilizing REST API and one-way encryption for login, event registration, and online media activities.

Akagoe Product Introduction Website   **Apr 2023 - Jun 2023**
Group Project (position: front-end)
- The product has not been deployed yet, so the demo is unavailable. However, the full code can be viewed via the attached link.
- Technologies: React.js, Animation.css, Axios
- Front-end and Back-end communicate with each other through JSON files to exchange data to reuse the interface.
- Proficient in using React library after 1 month of studying and building a website including 3 parts: project introduction, product introduction and online sales page.

HUSC – THE RISE   **Feb 2022 – Mar 2022**
Personal Project
- Check out the demo and full code in the respective links attached to this line.
- This project was made to participate in the web-based newspaper-making contest with the theme "Celebrating the 65th anniversary of the founding of the school" in the native panel.
- This project was made when I just learned basic web programming in school so there wasn't much technology in it.
- Handling page scroll and basic effects to help visually interface the website.
- Implementing the function of loading student cards (customer by user) with Canvas.