



TOAN DAO MINH

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## ♥ SUMMARY

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Machine Learning, Deep Learning, Computer Vision, Algorithms, Data structures, Competitive Programming Data Mining, Software Engineering, Game Developer.

## 🎓 EDUCATION

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**Ho Chi Minh City University of Science(HCMUS)**, Vietnam National University 2015 – Present

*Currently pursuing B.S.E* in Computer Science, expected March 2019

**Course taken:** Functional Programming (Advanced), Algorithm Design and Data Structure (Advanced) Calculus, Linear Algebra, Applied Statistic, Machine Learning, Digital Image Processing, Data Mining, Information Retrieval, Object-oriented Programming, Programming Language Operating System, Software Engineering

## 👤 EXPERIENCE

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**Gameloft** Ho chi minh city, Vietnam

June. 2018 – Dec. 2018

*Game Developer* Dungeon Hunter Champions

Brief introduction: Dungeon Hunter Champions

- Position: C++ Programmer
- Project Description: Game optimization/performance, 3D programming OPENGL, build the Dungeon Hunter Champions game on Android using backend C++ via JNI on Java.

**FPT Software** Ho chi minh city, Vietnam

Jan. 2018 – June. 2018

*Developer IOT* Propose and development IoV system (Internet of vehicle)

Brief introduction: Internet of vehicle

- Client: Confidential
- Project size: 80 man-months
- Position: Software Engineering
- Responsibilities: Design system, find solution, and Coding module in automotive vehicles
- Project Description: Investigate and build IoV solution. Design and develop full system for customer.

**Kaggle Competitives Project**

Sep. 2017 – Present

*Maintainer* Individual Projects

Brief introduction: Kaggle

- Project Description: Build multiple models in Kaggle Challenge. By using multiple models: Supervised Learning, UnSupervised Learning, Deep Learning on scikit-learn, tensorflow, keras to solve challenge.
- Got into <https://github.com/toandaominh1997/Kaggle>.

#### **Surface Reconstruction 3D from 2D images Projects**

Dec. 2017 – Jan. 2018

*Maintainer* Individual Projects

Brief introduction: Surface Reconstruction 3D from 2D images

- Project Description: By using Poisson Algorithms to 3D shaped reconstruction from a sequence of 2D images in Point Cloud Library.

#### **Research and Install NXT Segway with Ride Projects**

Oct. 2017 – Jan. 2017

*Maintainer* Individual Projects

Brief introduction: NXT Segway with Ride

- Project Description: By using the NXT Color Sensor as a simple proximity sensor to the ground to detect the approximate tilt angle of the robot, the robot can actually balance itself!

#### SKILLS

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- Algorithms: Especially good at mathematics, graph theories, data structures, and dynamic programming.
- Languages: C/C++, Java, Python. Familiar with Pascal, C, Latex, HTML, CSS, Javascript.
- Technologies: Scikit-learn, Tensorflow, Keras, OpenCV, OpenGL, PCL(Point Cloud Library)
- Platforms: Windows, Linux, MacOS
- Software: Ms SQL Server, Android Studio, Git, Eclipse, Visual Studio, Vim, Emacs, NetBeans, Sublime Text

#### HONORS AND AWARDS

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<i>Semi-finals</i> , SnackDown 2017 competition hosted by Codechef.com	Mar. 2017
<i>Rank 14/98 team</i> , ACM ICPC online of Postsand Telecommunications Institute of Technology	Summer. 2017
27/132, Thach Thuc 2018 host at HCMUS	Mar. 2018
<i>Round 2</i> , ACM ICPC 2017 VietNam Northern Provincial Contest	Oct. 2017
<i>Round 2</i> , ACM ICPC 2017 VietNam Southern Provincial Contest.	Oct. 2017
<i>Consolation Prize Student</i> , Olympiad in Informatics of Ho Chi Minh City University of Science.	Oct. 2017
<i>Round 2</i> , ACM ICPC 2018 VietNam Southern Provincial Contest.	Oct. 2018
<i>Round 3</i> , ACM ICPC Vietnam National Round 2018 Online	Nov. 2018

## **i** MISCELLANEOUS

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- GitHub: <https://github.com/toandaominh1997>
- Languages: English -Conversational, Vietnamese - Native speaker