

DAO TUAN TRUNG

Hanoi

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EDUCATION

Thang Long University

August 2016 - December 2020

Undergraduate

Overall GPA: 9.0/10

Department of Computer Science

High School for Gifted Student Nguyen Hue

August 2013 - June 2016

Class Monitor

Overall GPA: 8.9/10

French Major

TECHNICAL STRENGTHS

Computer Languages And Frameworks
Software & Tools

C++, Python, Pytorch, Tensorflow, Javascript
LaTeX, Zsh, ArchLinux

EXPERIENCE

VinAI Research.

December 2020 - Present

AI Engineer Resident

- Optimize AI models for edge devices, including customizing deep learning layers, model distillation and model quantization to improve latency, memory and power usage.

Got It Inc.

Oct 2019 - January 2020

Software Engineer

- Use Python, Flask to work on the company's back-end system: email system, task queue.

Holomia

Feb 2018 - June 2019

Game Developer

- Use C++, Blueprints Visual Scripting, Behavior Tree System in Unreal Engine 4 to make prototypes for games and ArchViz.
- Use Material Visual Scripting and HLSL in Custom Node to make object materials in Unreal Engine 4.
- Developed Back-end System for Top Of Vietnam VR: Landmark 81 (placed at Landmark 81 HCM City from July, 2019). This system is the bridge between the game and the game booth system, such that each game booth can be automatically operated (e.g: recognize when a new player is in the booth, start the game after the player wears the headset); saves the player's record to database for later analyzing.

ACADEMIC ACHIEVEMENTS

Top 3 Extradiordinary Students of Thang Long University: 2017-2019

Junction X Hanoi - Track Fintech - 2nd total ranking : 2018

ICPC Asia Hanoi Regional Contest: 2018

OTHER CERTIFICATES

VietAI Machine Learning Foundation HN 06 - 2020: Distinction grade, 2nd total ranking.