# Trung Dao

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# Publications

- (\*) denotes equal contribution.
- [P1] Trung Dao\*, Duc Hong Vu\*, Cuong Pham and Anh Tran. "EFHQ: Multi-purpose ExtremePose-Face-HQ dataset." CVPR, 2024.
- [P2] Trung Dao, Thuan Nguyen, Thanh Le, Duc Vu, Khoi Nguyen, Cuong Pham, Anh Tran. "SwiftBrushV2: Make Your One-step Diffusion Model Better Than Its Teacher." ECCV, 2024.
- [P3] Hao Phung\*, Quan Dao\*, Trung Dao, Hoang Phan, Dimitris N. Metaxas, Anh Tran. "DiMSUM: Diffusion Mamba A Scalable and Unified Spatial-Frequency Method For Image Generation." NeurIPS, 2024.
- [P4] Anonymous. "Self-Corrected Flow Distillation for Consistent One-Step and Few-Step Image Generation." Under review, 2024.
- [P5] Anonymous. "SNOOPI: Supercharged One-step Diffusion Distillation with Proper Guidance." Under review, 2024.
- [P6] Anonymous. "One-for-All: Unifying One-step and Few-step Image Generation in a Single Multi-Purpose Model." Under review, 2024.

#### EXPERIENCE

VinAI Research

Research Resident

March 2023 - Current

- o Advisor: Dr. Anh Tran, Dr. Cuong Pham.
- Research Focus: Generative vision models, emphasizing GANs and diffusion models.
- o Past works:
  - Improved quality of one-step and few-step text-to-image diffusion models [P2, P4, P5, P6] .
  - Introduced novel diffusion models architecture integrating Mamba in order to improve efficiency and performance, specifically when scaling up [P3].
  - Developed a large-scale extreme-view face dataset to enhance synthesis quality and benchmark face recognition [P1].
- Managing HPC cluster: In charge of managing and optimizing cluster of 48 A100 GPUs. Boosted **x30** real-time GPU utilization by proposing a novel queuing strategy.

VinAI Research Vietnam

AI Engineer

December 2020 - March 2023

- o Advisor: Dr. Dzung Nguyen, Dr. Anh Tran, Prof. Hoai Nguyen.
- Face Recognition Module

Role: Module Owner.

- Multi-node model training on large-scale datasets (up to 60M images); created a framework for profiling, parameter tuning, and optimizing the training process on SLURM.
- Developed Face Recognition Models in various domains: Masked Face in Access Control, Surveillance CCTV (tested and daily used with the scale of 50K identities).
- Customized Face Recognition Model is ranked 8th Overall: ranked 2nd on Masked Dataset and ranked 10th on Multi Racial Dataset on ICCV21-MFR Competition (July 2022).
- Built multiple supporting apps for Face Recognition: Model Visualization, Video Inference, Data Labeling Tool (support semi-automated interclass/intraclass cleaning).
- Quantized and deployed a module of 3 models (up to 30 concurrent streams) on Qualcomm's AIC100, also deployed to NVIDIA's device using TensorRT and to Android using multiple inference engines (ONNX, MNN, and NCNN).
- Face Detection Module

Role: Module Co-Owner.

- Trained multi-task masked-face detector for surveillance cameras, which needs to handle tiny faces and blocking artifacts.
- Participated in building the AI SDK. Deployed/ Optimized various models to run on Xilinx devices. Involved in building an asynchronous inference flow for multi-stream (using DeepStream), the final SDK can run up to 60 streams simultaneously on Xilinx ZCU104.
- Built an Object Detection visualization tool based on an open-source project to analyze data and model output.
- Built a framework to generate pseudo-masks for existing datasets using both 2D-based and 3D-based methods.
- o Traffic Sign/Light Recognition Module for Autonomous Driving

Role: Module Co-owner.

- Built a novel data pipeline upon CVAT-an open-source data labeling tool to aid the acceleration of video dataset labeling and handling hierarchical multi-label classification data type. The final dataset has 6 superclasses and 317 child classes.
- Semi-Managed/Communicated with labeling team to guarantee the data's quality.
- Built a multi-task model based on the team's previous detector to handle long-tail distribution with a customized loss.
- Proposed customized hierarchical label loss for traffic sign classification model. The final model has **F1-Score of 98.3** on a private dataset with **171 classes**.
- Attempted to tackle various lightning conditions and track with ReID model for traffic signs.
- Quantized and deployed models using TensorRT for NVIDIA's device.

#### o Noise Cancelling on Smartphone

Role: Engineer.

In charge of converting models in various frameworks (PyTorch, TensorFlow, ONNX) into TFlite, quantizing and deploying on smartphones. Implemented and optimized process including FFT algorithm, reduced runtime by 40%.

#### o SmartData

Role: Engineer.

Refactor existing data labeling pipeline of the current backend system, built in Flask. Added a new feature: An end-to-end multi-step labeling system to improve 30% labeling time. Built some statistics on the company's data lake.

#### Got It Inc.

Vietnam

Software Engineer

Oct 2019 - January 2020

- o GotIt Backend System
  - Worked on task scheduling for the email system.
  - Techstack: Celery, Flask, ReactJS, PostgresSQL

# Holomia

Vietnam

Feb 2018 - June 2019

- Game Developer

   TopOfVietnam: VR Game
  - In charge of the backend system: autonomous communication with the Game Booth System and users' database storage.

    The final product has been deployed at Landmark 81 SkyView and still stable while used by thousand users.
  - Techstack: UE4 C++ and Blueprints, Flask, PostgresSQL

#### Professional Services

Reviewer: ICLR(2025), WACV(2025), NeurIPS(2024), CVPR(2023, 2024, 2025), ECCV(2024), ACCV(2022, 2024).

### CERTIFICATES, HONORS AND AWARDS

#### Academic Excellent Scholarship

Thang Long University 2016-2021

Rank 2nd

VietAI Machine Learning Foundation Hanoi 2020

Rank 2nd of Fintech track

Junction X Hanoi 2018

Rank 76th

ICPC Asia Hanoi Regional Contest 2018

## **EDUCATION**

#### Thang Long University

Vietnam

Bachelor of Computer Science; GPA: 9.0/10.0 (Valedictorian)

Aug 2016 - April 2021

#### SKILLS SUMMARY

Languages: C++, Python, Unix scripting, SQL

Tools: PyTorch, TensorFlow, TensorRT, ONNX, NCNN, MNN, OpenCV, Docker, Git, Jira

## References

Dr. Nguyen Tri Dung: Senior Research Engineer, VinAI Research, Vietnam: v.dungnt244@vinai.io

Dr. Tran Tuan Anh: Senior Research Scientist, VinAI Research, Vietnam: v.anhtt152@vinai.io

Prof. Nguyen Minh Hoai: Head of Computer Vision Group, Research Team, VinAI Research, Vietnam: v.hoainm@vinai.io

Prof. Mai Thuy Nga: Thang Long University, Vietnam: mai\_nga@yahoo.com