

Nguyen Bui

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EDUCATION

University of Central Florida

Bachelor of Science in Computer Science; GPA: N/A

Orlando, Florida

Aug. 2025 – Present

Florida International University

Bachelor of Science in Computer Science; GPA: 3.93

Miami, Florida

Aug. 2024 – April 2025

EXPERIENCE

Data Science and AI Intern

RikkeiSoft

April 2025 – Present

Remote

- Developed and deployed ML models for regression, classification, clustering, and MLP-based deep learning tasks using Scikit-learn and TensorFlow; optimized performance using gradient descent and backpropagation techniques.
- Implemented data pipelines and preprocessing in Pandas/OpenCV and managed relational data using Microsoft SQL Server.
- Created business-oriented visualizations with Power BI to drive data-driven decision making.

Game Development Intern

FPT Software

Jun. 2024 – Aug. 2024

Ho Chi Minh City, Vietnam

- Designed and implemented game features in Unity with C#, including physics, post-processing, textures, lighting, input handling, collision, animations, and UI/UX elements.
- Optimized 2D/3D assets, object pooling, and shaders to enhance performance and reduce load times by 40%.

PROJECTS

ClearChat

PyTorch, Flask, HTML, CSS, JavaScript, Twitch/YouTube API, AWS EC2

August 2025 – Present

- * Developed a transformer-based NLP model to detect hate speech and offensive language in real-time Twitch and YouTube live stream chats.
- * Integrated platform APIs to automatically flag, delete messages, and mute or ban users, with optional manual moderation control.
- * Implemented a frontend UI and a real-time monitoring dashboard to visualize flagged content for evaluation.
- * Deployed the model on AWS EC2 to enable scalable, real-time chat moderation; developing a frontend webpage for public access.

Vision Transformers for Skin Cancer Prediction and Classification

PyTorch, TorchVision, FastAPI, SQLAlchemy, Pandas, NumPy

August 2025 – Present

- * Developing a REST API for skin lesion classification using FastAPI, PyTorch, and SQLAlchemy, including model inference, preprocessing, and database storage.
- * Implemented data augmentation and oversampling to address ISIC 2019's imbalanced dataset.
- * Stored results in database tables to be used for efficient querying and downstream analysis.
- * Optimized preprocessing, training and inference pipeline to run on GPU, enabling real-time prediction requests.

Snake Game DQN and PPO Agents Reinforcement Learning

Python, PyGame, TensorFlow, NumPy

July 2025 – Present

- * Made a simple snake game with 10x10 playable grids and rounded edges using PyGame.
- * Implemented a Deep-Q Network (DQN) agent using TensorFlow to play and learn on the snake game using an epsilon-greedy exploration strategy
- * Implemented a Proximal Policy Optimization (PPO) agent using TensorFlow to play and learn on the snake game with the actor and critic technique

TECHNICAL SKILLS

Languages: Java, Python, C, C++, C#, SQL (MSS), MySQL

Frameworks: PyTorch, TensorFlow

Developer Tools: Git, Kaggle, Hugging Face, VS Code, Conda, Jupyter Notebook, IntelliJ, HTML, CSS, AWS

Libraries: pandas, NumPy, Matplotlib, OpenCV, timm, Seaborn, TorchVision