BANG CHI DUONG

https://bangchi.tk

Email: bangchi.duong.20193@outlook.com
Mobile: +1-778-955-6605
GitHub: https://github.com/duongch4/

Skills

- **Languages:** Python, R, C++, C#, Java, JavaScript, SQL, HTML5, CSS3, Perl
- **Frameworks:** Azure, Azure DevOps, Webpack, Babel, TypeScript, React, Bootstrap, NodeJS, Express, ASP.NET Core, ESLint, Flask, REST, GraphQL, Docker, JIRA, Mocha, Jest, PostgreSQL, MongoDB, SQL Server, TensorFlow, D3.js
- **Machine Learning:** Generalised Linear Model, Dimension Reduction Analysis, Deep Learning, Time Series Analysis

Experience

- **Technical Safety BC** — Vancouver, Canada
  Data Scientist / Junior Software Developer (Internship) — *May 2019 – Aug 2019*
  - **API Backend Microservice:** Built a REST API backend microservice, including unit and integration tests, for the data science team to efficiently share data with other teams/departments
  - **Web Scraping:** Built a web scraper to gather public data on building permits from various sources
  - **PDF Information Extraction:** Accelerated team's data processing time by building a tool that extracts information from PDF files into CSV/JSON formats
  - **Financial Forecast:** Built a pipeline to evaluate the forecast accuracy of various time series models (e.g. classical (S)ARIMA(X), LSTM neural networks) to improve operational expenditure planning
  - **Technologies used:** Python, Flask, Docker, Jira, TensorFlow, SQL, Bitbucket
- **Ubisoft - La Forge** — Montreal, Canada
  AI Programmer (Internship) — *Sep 2018 – Dec 2018*

  Optimized game developer and player experience by accelerating 3D interactive physics simulations with a 300 - 5000 times increase in speed:
  - **Data Acquisition:** Generated/Extracted a pool of interactive cloth and soft body data
  - **Deep Learning:** Extracted a compact subspace representation of (256/128/64) bases from ∼10,000 dimensions using PCA, and trained neural networks entirely in the subspace to predict future motion trajectory
  - **Interactive Runtime Application:** Integrated the learned models into a C++ runtime application
  - **Technologies used:** Maya (nCloth), Python, Tensorflow, C++, GitLab

Projects

- **Resource Utilization System** — *Jan 2020 – Apr 2020*
  - Built a full-stack web application based on external client specs in an agile environment, with daily stand-up
  - Developed REST APIs with .NET Core MVC framework, and integrated with Microsoft SQL Server database
  - Integrated Azure Active Directory authentication and authorization based on roles and scopes of users, with OAuth 2.0 protocol
  - Integrated OpenAPI (Swagger) into the application for documentation purpose (with versioning)
  - Involved in bugs fixing for front-end development
  - Configured and managed the whole DevOps process involving continuous integration and continuous deployment (CI/CD) with GitHub and Azure DevOps, including automatic unit and integration testings
  - **Source code:** https://github.com/duongch4/cs319
  - **Technologies used:** C#, .NET Core, React, Redux, Microsoft SQL Server, Azure, Azure Active Directory, Azure DevOps, OpenAPI
- **Full-stack Web Application Template** — *Sep 2018 – Present*
  - Developing front-end with React and Redux frameworks, using TypeScript
  - Building back-end APIs with NodeJS and ExpressJS, also using TypeScript
  - Integrating MongoDB as a noSQL database
  - Transpiling and optimizing build with Webpack and Babel, and integrating linting with ESLint
  - Configuring the DevOps (CI/CD) process with GitHub and Azure DevOps

- **Deployed website:** https://mern-00.azurewebsites.net/
- **Source code:** https://github.com/duongch4/mern/
- **Technologies used:** Webpack, Babel, Typescript, React, Redux, ExpressJS, MongoDB, ESLint, Jest, REST, GraphQL, Azure, Azure DevOps

- **2D 2-Player Game** *Sep 2019 – Dec 2019*
  - Built a game called **Capture the Castle** using the ECS pattern, and it was awarded "Second Best Game" and came first in "Interaction and Control" in the class
  - Developed an AI system for the movements of the soldiers, bandits, and boss
  - Built a particle system for the hailing effect on the on-screen characters
  - **Executable file:** https://bangchi.tk/#projects/
  - **Source code:** https://github.com/duongch4/capture_the_castle/
  - **Technologies used:** C++, OpenGL

- **Data Visualization** *Jan 2020 – Apr 2020*
  - Built a dynamic and interactive data visualization called **The Disney Story** using the D3.js framework, and it was placed in the course Top 5 "Hall of Fame"
  - Processed the Academy Award data to get the award information for each of the movies and actors of interest, cleaning and joining multiple datasets
  - Built the dotplot view of the Disney movies broken down by year and Disney era including interactive tooltip
  - Created the legends for the dotplot and node-link graphs
  - Implemented the drag-and-drop functionality of the node-link graph
  - **Deployed website:** https://duongch4.github.io/cs436-disney/
  - **Source code:** https://github.com/duongch4/cs436-disney/
  - **Technologies used:** JavaScript, D3.js, Python

Publications

- **18th Annual ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA 2019)** Los Angeles, USA *July 2019*
  - **Paper:** Daniel Holden, Bang Chi Duong, Sayantan Datta, and Derek Nowrouzezahrai. 2019. **Subspace neural physics: fast data-driven interactive simulation**. In Proceedings of the 18th annual ACM SIGGRAPH/Eurographics Symposium on Computer Animation (SCA '19), Stephen N. Spencer (Ed.). ACM, New York, NY, USA, Article 6, 12 pages. **DOI: https://doi.org/10.1145/3309486.3340245**

Education

- **University of British Columbia** Vancouver, Canada
  Bachelor of Computer Science (BCS); cGPA: 85.8/100.0 *Sep 2017 – Apr 2020*
- **University of Guelph** Guelph, Canada
  Master of Bioinformatics; cGPA: 91.0/100.0 *Sep 2016 – Aug 2017*
- **University of Toronto** Toronto, Canada
  Bachelor of Science (Hons) in Physics, Statistics and Chemistry; cGPA: 3.73/4.00 *Sep 2012 – Aug 2016*

References

- **Yuyi Zhou - Technical Safety BC:** yuyi.zhou@technicalsafetybc.ca
- **Daniel Holden - Ubisoft:** daniel.holden@ubisoft.com