

BANG CHI DUONG

<https://bangchi.tk>

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SKILLS

- **Languages:** Python, R, C++, Java, Javascript, SQL, HTML5, CSS3, Perl
- **Frameworks:** Webpack, Typescript, React, Bootstrap, NodeJS, Express, Flask, REST, Docker, Confluence, JIRA, Mocha, Jest, PostgreSQL, MongoDB, TensorFlow
- **Machine Learning:** Generalised Linear Model, Dimension Reduction Analysis, Deep Learning, Time Series Analysis

PUBLICATION

- **SCA 2019** Los Angeles, USA
Presentation July 26-28, 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>

EXPERIENCE

- **Technical Safety BC** Vancouver, Canada
Data Scientist May 2019 – Aug 2019
 - **API Backend Microservice - Flask/Docker:** Built a REST API backend microservice for the data science team to efficiently share data with other teams/departments, and set up Flask unit tests
 - **Web Scraping - Python:** Built a web scraping tool to gather available public data on building permits
 - **PDF Information Extraction - Python:** Built a simple tool to extract information into other formats (CSV/JSON) from specific PDF files
 - **Financial Forecast - Python:** Built a pipeline and applied time series models - classical (S)ARIMA(X) and LSTM neural network on financial data
- **Ubisoft - La Forge** Montreal, Canada
AI Programmer Sep 2018 – Dec 2018
 - **Data Acquisition - Maya nCloth:** Generated/Extracted a pool of interactive cloth and soft body data
 - **Deep Learning - Python:** 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 - C++:** Integrated the learned models into a C++ runtime application
 - **Result:** Achieved a fast data-driven interactive subspace simulation, with performance gains from 300 to 5,000 times compared to the standard physics simulation in Maya

PROJECTS

- **2D Game Project - C++/OpenGL:** Building a 2D game called **Capture the Castle** in a team of six using ECS pattern; my main contribution focused on the AI and particle systems; an executable directory can be found at <https://bangchi.tk/#projects>
- **Teaching Assistant:** Assisted university students in Software Engineering courses (CPSC 310 and CPEN 321)
- **Movie Review Web App - MongoDB/Express/React/NodeJS:** Built a full-stack web application to find and review movies; <https://cs490-project-movie.herokuapp.com/>
- **Car Detection In Image - Python:** Built a car detector with SVM model on features extracted from HOG method
- **Lossy Image Compression - C++:** Built an image compressor using space partitioning trees, specifically 2-D trees

EDUCATION

- **University of British Columbia** Vancouver, Canada
Bachelor of Computer Science (BCS); GPA: 84.20/100.00 Sep 2017 – Apr 2020
- **University of Guelph** Guelph, Canada
Master of Bioinformatics; GPA: 91.00/100.00 Sep 2016 – Aug 2017
- **University of Toronto** Toronto, Canada
Bachelor of Science (Hons) in Physics, Statistics and Chemistry; GPA: 3.73/4.00 Sep 2012 – Aug 2016