

# Thang Duong

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## SUMMARY

PhD candidate and NeurIPS 2024 first author specializing in LLM reasoning and Reinforcement Learning. Seeking to apply 5+ years of research experience from academia and industry (Qualcomm) to solve LLM reasoning and large-scale recommendation & personalization challenges. Proven record of publishing top-tier work and delivering 3x faster convergence in RL and 2x improvement in wireless beam alignment benchmarks. Passionate about LLM reasoning and sample-efficient RL at scale.

## EDUCATION

<b>The University of Arizona</b> <i>Ph.D. Candidate (expected Dec. 2026) in Computer Science</i>	Tucson, AZ Aug. 2022 – Present
Research focus: High-dimensional Interactive Learning by utilizing domain knowledge (Advisor: Prof. Chicheng Zhang).	
<b>Hanoi University of Science and Technology</b> <i>B.S.E. in Mechatronics Engineering, Advanced Program</i>	Hanoi, Vietnam Sep. 2012 – May 2018

## PUBLICATIONS

**NeurIPS 2024:** *Beyond task diversity: Provable representation transfer for sequential multi-task linear bandits* – First author.  
**In submission:** ICLR (RL warm-starting with LLMs and efficient Sequential Multitask Bandit) and INFOCOM (Physics informed bandit for mmWave communication)  
[Google Scholar Profile]

## EXPERIENCE

<b>Graduate Research Assistant</b> <i>The University of Arizona</i>	Aug. 2022 – Present Tucson, AZ
<ul style="list-style-type: none"><li>Provided a regret guarantee and eliminated the task diversity assumption to show that <b>Sequential Multitask Representation Transfer in Bandit</b> is applicable to real-world problems (<b>NeurIPS 2024</b>).</li><li>Achieved <b>2x reduction</b> in beam alignment regret on DeepMIMO and DeepSense6G benchmarks by developing <b>physics-informed bandit algorithms</b> for Wireless Communication. Cross-team collaborated with Prof. Ming Li's lab from the ECE department.</li><li>Achieved <b>3x faster</b> convergence on OpenAI Gym by developing a novel <b>RL warm-start pipeline using LLM-collected demonstrations</b>. Mentoring one undergraduate. Enabled reproducible research by developing a modular evaluation suite and release scripts for large-scale experiments on H100 GPUs.</li></ul>	
<b>Visiting Student</b> <i>Toyota Technological Institute at Chicago (TTIC)</i>	May 2025 – Aug. 2025 Chicago, IL
<ul style="list-style-type: none"><li><b>RL Advantage analysis for LLMs' PRM:</b> Investigating the theoretical underpinnings of Process Reward Models (PRMs) in LLM reasoning by framing them within the Actor-Critic framework. This ongoing research, in collaboration with Prof. Chicheng Zhang et al., aims to provably improve the reasoning capabilities of LLMs as a PRM-guided search-based policy.</li></ul>	
<b>Research Resident</b> <i>Qualcomm</i>	Dec. 2019 – June 2022 Hanoi, Vietnam
<ul style="list-style-type: none"><li><b>Bandits meta-learning:</b> Supported a comprehensive literature review and implemented a modular meta-learning codebase for multi-task bandits that leverages shared structure. Demonstrated improved sample-efficiency in a comprehensive suite of experiments and an ablation study on a synthetic dataset; results accepted at <b>RLC 2024</b>.</li><li><b>Active Learning for Domain Adaptation:</b> Prototyped several active learning strategies to explore their viability for domain adaptation and model warm-starting.</li><li><b>Sim-to-Real Data Augmentation:</b> Investigated Sim-to-Real transfer techniques by developing and testing a proof-of-concept domain adaptation method in the CARLA simulator.</li></ul>	

**Junior Engineer***Qualcomm*

July 2019 – Dec. 2019

*Hanoi, Vietnam*

- Engineered an Android application using OpenGL 2.0 to provide 3D visualization of facial reconstruction models, serving as the primary technology demonstration at the NeurIPS 2019 conference.

**AI Team leader, Scrum master***NAL Vietnam JSC*

May 2018 – June 2019

*Hanoi, Vietnam*

- Collaborated with the product and engineering teams to integrate multiple NLP models (e.g., intent classification, entity recognition) into Chatops, a commercial chat interface for business.
- Led a team of six members in the successful integration of Facial recognition models for a parent-child matching product, deployed in six kindergarten locations.

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**SKILLS****Core ML/AI:** PyTorch, TensorFlow, HuggingFace, Transformers, OpenAI Gym, RLlib**Languages:** Python, Java, C/C++**Developer Tools:** Git, Docker, Linux, CUDA**Research:** Online Learning, Reinforcement Learning, Multi-task Learning, Bandit Theory, LLMs, Representation Transfer, LLM-RL alignment, Representation Learning, Meta-learning, Machine Learning, Statistics, Mathematics, Deep learning, Foundational Models, Rapid Prototyping, data science