Contact

www.linkedin.com/in/ngmphuong26 (LinkedIn)

Top Skills

Computer Vision
Deep Learning
Artificial Intelligence (AI)

Languages

Vietnamese (Native or Bilingual)
English (Full Professional)

Certifications

IELTS 8.0
Machine Learning DevOps Engineer Nanodegree
Deep Learning Specialization
Introduction to Machine Learning in Production

Phuong Nguyen

AI Engineer @ FPT Software
Ho Chi Minh City, Vietnam

Summary

I'm particularly interested in applying deep learning and engineering skills to solving real-world problems in different fields. As an active learner with an eagerness to explore the world, I'm always determined to broaden my knowledge base and share my expertise with others.

Experience

FPT Software
AI Engineer
April 2024 - Present (1 year)

• Led the system design and development of a streaming multi-language speech-to-text and translation mobile application with real-time on-device inference (CES 2025)
• Fine-tuned Whisper and Transformer models for increased transcription and translation quality in non-English languages
• Designed and implemented an agentic system for internal Q&A, data processing and content generation that serves over 30,000 users
• Built a speech-to-speech mock technical interview platform by integrating Azure Speech and OpenAI services
• Handled project management, customer's requirements, resource allocation and effective communication with stakeholders

CT Group Vietnam
AI Software Engineer
August 2023 - March 2024 (8 months)

• Led the development of AI-based flight control and autonomous operation for CTUAV’s aircraft
• Designed and developed a multi-platform ground control station software

Ho Chi Minh City University of Technology
Research Assistant
March 2022 - June 2023 (1 year 4 months)

• Conducted research on vision-based aircraft positioning in GPS-denied large-scale environment
• Conducted research on pothole detection from aerial imagery at the Institute of Mathematical and Computational Sciences
• Experimented with different shapes generated from a new algorithm instead of conventional geometry to precisely segment potholes
• Adapted long-established image processing methods and developed new approaches to reduce the error by 2.64%

Realtime Robotics
8 months

AI Engineer
August 2022 - December 2022 (5 months)

• Designed and developed a ROS- and GStreamer-based ground control station system that provides easy access to tracking, gimbal control, camera adjustments, and other drone features
• Maintained and improved the tracking algorithm to make it operate steadily and accurately under different working conditions
• Wrote hexadecimal instructions to manipulate laser rangefinders, OGI cameras and Sony camera modules
• Collaborated with the Software, Electronics and Mechanical departments to ensure the quality of model integration and deployment

AI Research Intern
May 2022 - July 2022 (3 months)

• Developed fast and reliable deep learning-based single object tracking algorithms for drone and gimbal control
• Accelerated the tracker's inference speed on Jetson Xavier NX from 12 to 32 FPS with ONNX and TensorRT
• Integrated the tracking module to the existing system and wrote documentation

CFD engineer
Algorithm Developer
May 2021 - September 2021 (5 months)

• Developed C++ algorithms for a polyhedral mesh generator for Computational Fluid Dynamics analyses of complex structures
• Improved the mesh data structure to reduce the total process time by 80%
• Supported and provided technical training to 20 team members on Git and GitHub, which led to a 6% increase in team productivity

Education

Ho Chi Minh University of Technology

Bachelor of Engineering - BE, Aerospace, Aeronautical and Astronautical Engineering