Gia Le

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EDUCATION

Texas A&M University | College Station, TX **Aug 2025 – May 2027**
Master of Science in Artificial Intelligence
Coursework: Artificial Intelligence, Machine Learning, Applied Bayesian Method

University of Science | Ho Chi Minh City, Vietnam **Oct 2020 – Dec 2024**
Bachelor of Science in Computer Science *GPA: 3.69*

SKILLS

- *Programming*: Python, C++
- *Libraries*: PyTorch, NumPy, Pandas, Matplotlib
- *Certifications*: PyTorch for Deep Learning Bootcamp – Udemy
- *Tools*: Jupyter Notebook, Git, SSH, Command Line, Slurm

EXPERIENCE

Algotrade | Ho Chi Minh City, Vietnam **Jun 2024 – Aug 2024**
Algorithmic Trading Intern

- Implemented basic trading algorithms and tested their performance on real-world financial data.
- Used Python and Optuna to optimize algorithmic parameters on historical stock data.
- Calculated financial ratios from financial statements; gained hands-on experience trading in the Vietnamese stock market.

SELab – University of Science | Ho Chi Minh City, Vietnam **Oct 2023 – Dec 2023**
Student Researcher

- Collaborated on a team challenge focused on multi-object detection and tracking.
- Experimented with image detection models and compared performance across team approaches.
- Conducted literature review to explore object detection and tracking models.

PROJECTS

Deep Learning for semantic segmentation task on LiDAR point cloud | Ho Chi Minh City, Vietnam **Dec 2023 – Aug 2024**
Team Member

- Enhanced baseline architecture by integrating an additional branch, resulting in mIoU improvements of +1.5% and +0.4% on two benchmark datasets, demonstrating consistent gains in segmentation accuracy.
- Trained models in a remote Linux environment using SSH and Slurm and GPU resources.
- Implemented team's model improvements and created visualizations for segmentation outputs and training metrics.
- Conducted literature review and contributed to model design, training, and evaluation.
- Contributed to a research paper accepted at ICMV 2024 (Rank C): "Multi-Modality Fusion for Enhanced Driving Scene Semantic Segmentation."

FoodVision – **Image Classification for food dataset** | Ho Chi Minh City, Vietnam **Jun 2024 – Sep 2024**
Personal Project

- Replicated the Vision Transformer (ViT) architecture using PyTorch to explore transformer-based image classification.
- Applied pre-trained ViT models for transfer learning on the Food-101 dataset to classify food categories.
- Deployed the trained model on Hugging Face.

Treasure Island – **Rule-based game** | Ho Chi Minh City, Vietnam **Dec 2022 – Jan 2023**
Team Member

- Implemented a hint-generating function using a randomized mechanism with conditional logic.
- Applied Dijkstra's algorithm for shortest pathfinding within the game environment.
- Developed logging functions to record and track game events.