Phuong-Linh Huynh-Ha

Ho Chi Minh City, Vietnam, (+84) 818-697-888   Email huynhhhaphuonglinh@gmail.com
LinkedIn https://www.linkedin.com/in/hhplinh   Github https://github.com/hhplinh

RESEARCH EXPERIENCE

- **KIT Computer Vision Lab – Kyoto Institute of Technology (KIT)**   Jan. 2026 – Mar. 2026
  Incoming Research Intern – Global Internship Program
  - Selected for a competitive KIT internship program for partner university students.
  - Will conduct research on 3D shape and motion estimation from multi-view images, focusing on 3D reconstruction and dynamic scene understanding under KIT faculty supervision.

SELECTED PUBLICATIONS

- Hoang-Phuc Nguyen, **Phuong-Linh Huynh-Ha**, Minh-Triet Tran. Generalizability Evaluation and Anchor-Guided Approach for Category-Agnostic Pose Estimation. SOICT 2025, Springer CCIS.

EDUCATION

- **University of Science, VNU-HCM (HCMUS), Ho Chi Minh City, Vietnam**   Sep. 2022 – Present
  Advanced Program in Computer Science; GPA: 3.9/4.0
  - Review coursework: Linear Algebra, Statistics, Data Structures, Discrete Structures, Logical Structures, Calculus, Computer Systems, Database, Scientific Method, Technical Writing, OOP, General Physics, Computer Hardware, Mobile Application Development, Number Theory, Software Engineering, Information Retrieval, Natural Language Processing, Artificial Intelligence.

- **Le Khiet High School for the Gifted, Quang Ngai, Vietnam**   Sep. 2019 – Jun. 2022
  Major in English; GPA: 3.88/4.00
  - Member of the National Gifted Student Team in English.

SELECTED ACHIEVEMENTS AND AWARDS

- **OlpAI'25 - Region Preliminary Round**   Nov. 2025
  - Top **1** in the Southern Region Preliminary Round of the 1st Vietnam Student AI Olympiad (OlpAI'25).
  - Top **1** in the Nationwide ranking of the 3 Region Preliminary Round of the 1st Vietnam Student AI Olympiad (OlpAI'25).

- **Merit-Based Scholarship (Top 6 Ranking), APCS Program**   Semester 2, 2024-2025
  - Awarded the Merit-Based Scholarship for students in the Advanced Program in Computer Science (APCS) by the Faculty of Information Technology, ranking in the **Top 6** of the entire K22 cohort.

- **HCMUS-CTF 2024**   Dec. 2024
  - Top **6 Finalist** in the Capture-The-Flag competition hosted by Ho Chi Minh City University of Science.

- **Vietnam National Olympiad in English**   Apr. 2022, Feb. 2021
  - **Third Prize** in 2022 and **Honorable Mention** in 2021, awarded by the Vietnam Ministry of Education and Training.

- **Odon Vallet Fellowship**   Aug. 2022
  - Awarded prestigious **Odon Vallet Fellowship** for academic excellence, issued by Rencontres du Vietnam.

- **Quang Ngai Provincial Olympiad in English**   Feb. 2022, Nov. 2021
  - **First Prize** in both 2022 and 2021 editions, awarded by the Department of Education and Training of Quang Ngai Province.

CERTIFICATES

- **Workshop on Medical Imaging** Feb. 2025
  Kyoto Institute of Technology and University of Science, HCMC
  - Collaborated in a team to use 3D Slicer for extracting relevant parts from a human body model.
  - Achieved **First Place** in final presentation on the technical usage of 3D Slicer and the impact of parameter tuning on model quality.

- **Supervised Machine Learning: Regression and Classification** Jul. 2024
  DeepLearning.AI and Stanford University
  - Completed the online course issued by **DeepLearning.AI** and **Stanford University**, covering key concepts in regression and classification.

SELECTED PROJECTS

- **Analyzed Movie Theater Dataset – Competition Data Got Talent** Nov. 2024 – Dec. 2024
  Data Analysis
  - Extracted insights with Power BI and Jupyter Notebook.
  - Led team workflow and task distribution.
  - Revealed hidden theater location, enabling targeted marketing.
  - Identified hit-movie patterns to inform revenue strategies.

- **Food Schedule App** Oct. 2024 – Dec. 2024
  Mobile Application Developer
  - Use Kotlin, Jetpack Compose, Django.
  - Fetched food data using Okhttp and Retrofit.
  - Built a food database and login system using Django.
  - Designed a user-friendly UI using Jetpack Compose.

- **Created *Crossing Road*** Jul. 2024 – Sep. 2024
  C++ / SFML Game Project
  - Developed a 2D arcade game with dynamic traffic, smooth controls, and progressive difficulty.
  - Implemented collision physics, asset management, and game state handling using SFML.
  - Optimized rendering and gameplay for responsive, polished player experience.

ACTIVITIES

- **Inspire to Aspire Seminar Series** 2023
  Organizer – Ho Chi Minh City, Vietnam
  - Organized a seminar series titled *"Inspire to Aspire"* that connected students with experienced professionals in technology and business, providing career insights and fostering industry awareness.
  - Collaborated with guest speakers and coordinated event logistics to ensure smooth execution and impactful engagement.

- **Asian-Pacific Children's Convention** Jul. 2015
  Youth Delegate – Fukuoka, Japan
  - Selected by the Ho Chi Minh Communist Youth Union to represent Vietnam at the Asian-Pacific Children's Convention in Japan.
  - Engaged in international cultural exchange activities to promote global understanding, peace, and friendship among children from Asia-Pacific countries.
  - Developed early cross-cultural communication and leadership skills through participation in collaborative youth programs.

SKILLS

Technical Skills:	Scientific Research, Problem Solving, Machine Learning, Computer Vision
Technical Languages:	C/C++, Python, Kotlin, SQL, LaTeX, Markdown, CSS, HTML
Frameworks/Libraries:	Pytorch, Numpy, Pandas, R, Jetpack Compose, SFML
Tools:	Google Colab, Docker, Git/Github, Android SDK, Slicer
Languages:	English (IELTS 8.0), Vietnamese (native)