



Sy The Ho

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EDUCATION

10/2020 - Current

Computer Science

Hanoi University of Science and Technology

Current CPA: 3.77

SKILLS

Python | Java | C++ | Machine Learning | Deep Learning | NLP | CV | Data Science | Big Data | Pytorch | TensorFlow | Keras | Pandas | Scikit-Learn | Git | SQL

About Me

I am studying Computer Science at School of Information and Communication Technology - Hanoi University of Science and Technology. Computer Vision and NLP are two main fields I want to specialize. I want to have more and more knowledge about my field to apply in life to make these technologies more practical.

WORK EXPERIENCE

Aug 2023 - Nov 2023

NLP Lab - HUST

AI Engineer

- Build a Question Answering model for Vietnamese
- Use BERT and its relevants (PhoBERT, mBERT)

PROJECTS

Sep 2023 - Dec 2023

Estate Price Prediction using Description

Crawling, Preprocessing, doing EDA on data and applying deep learning models to predict estate prices base on their descriptions

- Language: Python
- Task finished: Crawling, Preprocessing, doing EDA, modeling using BERT like model, deploying to Azure

Link: <https://github.com/hsthe29/Estate-Price-Prediction-using-Description>

Jul 2023 - Current

Translation

An experiment in which the transformer model is applied separate positional encoding. The language pair used is English and Vietnamese with the PhoMT dataset.

- Language: Python
- Task finished: Modeling, training, deploying to local

Link: <https://github.com/hsthe29/Translation>

Apr 2022 - Jun 2022

Image Captioning

The combination of the ResNet model and the Transformer Decoder model to create a deep learning model that generates text describing the image.

- Language: Python
- Dataset: Flickr8k
- Pretrained ResNet: ResNet152v2
- Task finished: Modeling, training, deploying on Google Colab

Link: <https://github.com/hsthe29/ImageCaptioning>

Oct 2022 - Jan 2023

ChessAI

Applying AI algorithms to solve Chess game

- Language: Kotlin
- Algorithms: Minimax, Minimax with Alpha-Beta pruning, MTD(f)
- UI Design: TornadoFx

Link: <https://github.com/hsthe29/ChessAI>

Oct 2022 - Feb 2023

Bomberman

Developing the classic Bomberman game

- Language: Kotlin
- Engine: Korge
- Asynchronous processing: Kotlin Coroutines

Link: https://github.com/hsthe29/Bomberman_Project_1

HONOURS AND AWARDS

Oct 2022

Final round BKAI Air Quality Forecasting Challenge 2022

Jul 2023

Top 10 Final Nestquant Tournament 2023

CERTIFICATIONS

Top 10 Final Nestquant Tournament 2023

Link: https://drive.google.com/file/d/14_yACcEvIEBIMkvGipLbmf-rn-BWhphg/view?usp=sharing

Big Data Foundations - Level 2

Link: https://www.credly.com/badges/953fc39f-4b4d-4e7b-81cc-cacaa3ba94f8/public_url