Le Nguyen

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Summary

I am interested in Probabilistic Machine Learning and Deep Learning. Additionally, you can check my blog for more comprehensive notes and articles on some of the aforementioned topics.

Education

University of Science - VNU HCMC September 2021 - September 2025
Bachelor of Science in Artificial Intelligence *Current GPA: 8.06/10.0 (2024)*

Relevant Coursework

Grades: Ranged from 7 to 9.8.
Courses: Introduction to Programming, Object-Oriented Programming, Algorithms and Data Structures, Calculus I & II, Linear Algebra, Probability and Statistics, Discrete Mathematics I & II, Programming for AI, Mathematics for AI, Software Engineering for AI, Introduction to Machine Learning, Introduction to Deep Learning, Introduction to Natural Language Processing, Intelligence Data Analysis, Data Mining and Applications, Computer Vision.

Works

Bosch Global Software Technologies Vietnam August 2024 - February 2025
AI Engineer Intern

Projects

Bobo Library | *NextJS* 2024
- Team size: 6. Built this for CSC10011 - Software Engineering for AI class.
- I was lead front-end developer and project manager.
- Implemented role-based authentication using NextAuth, write logic for multiple features such as borrow book, review book, change profile info, etc.
- Set up Gitflow, Commit convention, Jira and apply Scrum model.
- Source code.

Road Image Segmentation | *Pytorch* 2024
- Team size: 3. Built this for CSC16004 - Computer Vision class.
- Studied about different architectures and models used in this field.
- Implemented U-Net, Attention-UNet in PyTorch.
- Report and source code.

MNIST Neural Network | *C++* 2024
- Built a neural network from scratch with C++ without any libraries or frameworks to classify MNIST dataset.
- Can be trained with Stochastic Gradient Descent algorithm and can have arbitrary layer.
- After this I know how to train neural network efficiently and how it actually works.
- Source code.

Other projects 2024
- My Blog. Built with NextJS and MDX. Source code.

Achievements

Consolation prize in GameUIT Hackathon 2022 | *Role: Game Designer* 2022

Certification

TOEIC Reading & Listening | *Score: 870* 2024

Skills

Languages: C++, Python, Typescript, LaTeX
Tools: Git/GitHub, Unix Shell
Frameworks (Software): NextJS
Frameworks (Machine Learning): Pytorch, scikit-learn
Misc: OpenGL