






# Le Nguyen

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## SUMMARY

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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

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**University of Science - VNU HCMC**  
*Bachelor of Science in Artificial Intelligence*

September 2021 - September 2025  
*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

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**Bosch Global Software Technologies Vietnam**  
*AI Engineer Intern*

August 2024 - February 2025  
*Ho Chi Minh City, Vietnam*

## PROJECTS

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**Bobo Library** | *NextJS*

June 2024

- Team size: 6. Built this for CSC10011 - Software Engineering for AI class.
- I was lead front-end developer and project manager. Set up Gitflow, Commit convention, Jira and Scrum model for my team.
- Implemented multiple features such as role-based authentication, login, and more.
- [Showcase](#).

**Road Image Segmentation** | *Pytorch*

May 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.
- [Showcase](#).

**MNIST Neural Network** | *C++*

July 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 hidden layer.
- [Showcase](#).

**Other projects**

2024

- My Blog. Built with NextJS and MDX. [Source code](#).

## ACHIEVEMENTS

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

2022

CERTIFICATION

TOEIC Reading & Listening | *Score: 870*

April 2024

SKILLS

Languages: C++, Python, Typescript, L<sup>A</sup>T<sub>E</sub>X

Tools: Git/GitHub, Unix Shell

Frameworks (Software): NextJS

Frameworks (Machine Learning): Pytorch, scikit-learn

Misc: OpenGL