

Le Nguyen

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SUMMARY

I am interested in Probabilistic Machine Learning, Deep Learning and Explainable Artificial Intelligence (xAI) - with a particular focus on Deep Learning Explainability and Interpretability. Additionally, you can check [my blog](#) for more comprehensive notes and articles on several of the aforementioned topics.

EDUCATION

University of Science - VNU HCMC

Bachelor of Science in Artificial Intelligence

September 2021

Current GPA: 8.06/10.0 (2024)

RELEVANT COURSEWORK

Grades: Ranged from 7.5 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.

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, Github commit convention, Jira.
- [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](#).

ACHIEVEMENTS

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

2022

LANGUAGES

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