








NGUYỄN MINH LÝ

CONTACT

 12/18/2002
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EDUCATION

Computer Science - AI
VNUHCM - UNIVERSITY OF INFORMATION TECHNOLOGY
10/2020 - Present
GPA: 8.7/10

SKILLS

Programming Languages

ML/AI: Python
WEB: HTML/CSS/JavaScript (basic)

Framework and library

ML/AI: Pytorch, Tensorflow, OpenCV
API: Flask, Streamlit
Web crawler: Selenium, BeautifulSoup

Other:

Docker, Git/GitHub
Server Ubuntu, VPS

ABOUT ME

I am a diligent and responsible worker. I am willing to quickly learn new technologies to better serve my job. My life perspective is: "No pain, No gain!".

PRIZES AND AWARDS

AI CHALLENGE 2021

Consolation prize (top 4 on Private test)

Vietnamese language scene text Detection and Recognition

Ho Chi Minh City Department of Information & Communications

BKAI-NAVER Challenge 2022

Top 1 on Public test, Top 4 on Private test

Vietnamese language scene text Detection and Recognition

BKAI & NAVER

UIT AI Challenge 2022

Top 4 in private test

Artistic text Detection and Recognition

UIT AI Club

UIT RACING CAR 2021

Top 3 in Final Round

Self-driving Car on Simulator

Faculty of Computer Engineering, University of Information Technology - VNUHCM

IN SCHOOL:

- In 3 out of 4 terms, I achieved good results.
- In 1 out of 4 terms, I achieved excellent results.
- I received a scholarship one time (Top 3 GPA in class).

VNUHCM - UNIVERSITY OF INFORMATION TECHNOLOGY

CERTIFICATE

Neural Networks and Deep Learning (Coursera)

03/2022

My certificate:

<https://www.coursera.org/account/achievements/certificate/HBEVZMMTHQFU>

Problem Solving Using Computational Thinking

05/2022

My certificate:

<https://coursera.org/share/13ee394674e46884de9e2d6766e5fff0>

PROJECTS

Vietnamese Scene Text Detection and Recognition

10/2021 - 1/2023

I'm building an end-to-end system to perform detection and recognition tasks of the Vietnamese language in scene text images. This project is the result of my experience gained from participating in three competitions on this topic: AI Challenge 2021, BKAI_NAVER Challenge 2022, and UIT AI Challenge 2022.

Main responsibilities:

- Survey state-of-the-art algorithms for the problem of text detection and recognition for the Vietnamese language.
- Check the labeling of the data, apply pre-processing image methods, and augment the dataset.
- Build a Docker environment on an Ubuntu server to train and evaluate the models.
- Perform post-processing to achieve higher scores on the leaderboard.
- Build a Streamlit API for the system.

Github: <https://github.com/lynguyenminh/vietnamese-scenetext-detection-recognition-api>

Demo: <https://www.youtube.com/watch?v=mUAIIVRsxvM>

Self-driving Car | 8/2021 - 12/2021

Programming a vehicle control system using image processing technology, with a practical environment in a simulator. Based on real-time information from a forward-facing camera (traffic signs, lanes, obstacles, etc.), calculate the appropriate speed and steering angle for the vehicle. With this project, I won the third prize in UIT Racing Car 2021.

Main responsibilities:

- Participate in generating data for lane detection and traffic sign detection problems.
- Build a Docker environment on an Ubuntu server to train and evaluate algorithms for these tasks.
- Participate in proposing control algorithms for the vehicle.

Github: https://github.com/lynguyenminh/uit_car_racing

Demo: <https://www.youtube.com/watch?v=yspJeNuXQY8&list=PLdDI53OVr0ENncpqMkXyCg4k4Lldvhw3H&t=1002s>