NGUYEN MINH LY

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!".

Skills

Programming Languages:

- *AI: Python*
- *Web: HTML, CSS, JS, ReactJS*

Framework and Library:

- *ML/AI: OpenCV, PyTorch, TensorFlow*
- *API: FastAPI, Flask*
- *Web crawler: Selenium, BeautifulSoup*
- *Database: SQL*

Others:

- *Git/Github, Docker, VPS, Ubuntu Server.*
- *Streamlit.*
- *GPT skill.*

English: Toeic 600 (In School Test).

Contact Me

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Thu Duc, Ho Chi Minh, VietNam

Education

- 2020 - Present
  Computer Science - Artificial Intelligence at VNUHCM - UNIVERSITY OF INFORMATION TECHNOLOGY
  GPA: 8.76

Prizes And Awards

- HCM AI Challenge 2021
  Consolation prize
  HCM City
  Vietnamese language Scene text Detection and Recognition

- BKAI-NAVER AI Challenge 2022
  Top 1 on Public test
  Top 4 on Private test
  Ha Noi
  Vietnamese language Scene text Detection and Recognition

- Oraichain Hackathon 2023
  Top 4 in the final round
  Ha Noi
  Building an AI x Web3 application on the Oraichain ecosystem

- UIT AI Challenge 2022
  Top 4 on Private test
  HCM City
  Artistic text Detection and Recognition

- UIT RACING CAR 2021
  Top 3 on Final round
  HCM City
  Self-driving Car on Simulator

- UIT scholarship
  2 times receiving scholarships

Personal Projects

Vietnamese Scene-Art Text Detection and Recognition

06/2021 - 01/2023

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 API to demo for the system.

Source code *Video demo*

Self-driving Car in Simulator

08/2021 - 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.

Source code *Video demo*

Medicine-Pill-Image-Recognition

07/2022 - 11/2022

The problem is to detect errors in dispensing medication to patients by classifying drugs and identifying which medications are listed in the prescription, by analyzing images of pills and reading scanned images of the prescription.

Main responsibilities:

- Develop a model for detecting certain objects.
- Get data ready and train a model that can classify drugs.
- Generate a file that maps drug IDs to their corresponding names.
- Construct an API to facilitate interactions with this project.

Source code *Video demo*