

MANH HUNG NGUYEN

PERSONAL INFORMATION

Research Intern at INRIA

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[\[Google scholar\]](#) [\[LinkedIn\]](#) [\[Github\]](#)

RESEARCH INTERESTS

Reinforcement Learning, Deep Learning, Meta-Learning

WORK EXPERIENCE

- **Research Intern at INRIA Saclay** **April 2021 - August 2021**
Doing research in Reinforcement Learning-based Meta-learning from learning curves
- **Teaching Assistant at Vietnam National University** **2017-2019**
 - Teaching in applied courses of Advanced Programming, Object-Oriented Programming, and Software Engineering courses.
 - Doing research in Automated Software Testing in collaboration with the Toshiba Corporation.

- PUBLICATIONS**
- **Manh Hung Nguyen**, Nathan Grinsztajn, Isabelle Guyon and Lisheng Sun-Hosoya. MetaREVEAL: RL-based Meta-learning from Learning Curves. 2021. In Proceedings of the Workshop on Interactive Adaptive Learning co-located with European Conference on Machine Learning (ECML 2021) and Principles and Practice of Knowledge Discovery in Databases (PKDD 2021). [\[paper\]](#)
 - Duong Dinh Tran, **Manh Hung Nguyen**, Pham Ngoc Hung. A method of Automated User Interface Testing for Windows-based Applications. 2018. VNU Journal of Science: Computer Science and Communication Engineering. [\[paper\]](#)

EDUCATION

- **Joint Master Degree in Big Data Management and Analytics** **2019 - 2021**
(with full-ride scholarship by European Commission - Acceptance rate 3.5 %)
Université Paris-Saclay, France
Universitat Politècnica de Catalunya, Spain
Université Libre de Bruxelles, Belgium

CGPA: 16.02/20
Thesis topic: *Reinforcement Learning-based Meta-learning from Learning Curves*
Supervisor: Professor [Isabelle Guyon](#)
- **Bachelor Degree in Information Technology** **2013 - 2017**
Vietnam National University, Hanoi, Vietnam

CGPA: 3.68/4.0 (Ranked 4th in the class)
Thesis topic: *A method for generating user interface interaction scenarios in automated testing*
Supervisor: Associate Professor [Pham Ngoc Hung](#)

PROJECTS	• Reinforcement Learning for Reveal games and Meta-learning	2020 - Present
	• Sampling-based initializations for graph partitioning	2020 - 2021
	• Kaggle Competition - COVID19 Global Forecasting	Mar 2020
	• A method for generating user interface interaction scenarios in automated testing	2017 - 2018
AWARDS & CERTIFICATES	• Erasmus+ Full-ride Scholarship for the BDMA Master program	2019
	• Toshiba Scholarship for Outstanding Student	2018
	• The 2nd Prize at Scientific Research Conference for Students in Faculty of Information Technology, Vietnam National University	2017
	• The 3rd Prize at Scientific Research Conference for Students, Vietnam National University	2017
	• Award for Outstanding Thesis, Vietnam National University	2017
	• Annual Scholarships for Outstanding Students, Vietnam National University	2013–2017
	• Fundamental Information Technology Engineer Certificate, VITEC,	2016
	• Pony Chung Foundation Scholarship,	2014
PERSONAL SKILLS	IELTS (Academic): 7.0 (Overall Score)	
TECHNICAL SKILLS	Programming languages: Python, Java, C/C++	
	Others: Unix OS, LaTeX	