

# MINH NGUYEN

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## SUMMARY

### COMPUTER SCIENCE

### AUDIO PRODUCTION

A graduate from University of Washington & University of Southern California, an awardee of two STEM fellowships, with research background & community volunteer experiences.

## TECHNICAL SKILLS

- *Audio Production*: DAW (Pro Tools, Ableton Live).
- *Programming*: C++, C#, Python, MATLAB, Java, MAX/MSP, Ruby, R, HTML, CSS, JavaScript.
- *Platform*: Android (mobile), Unity (game development), JUCE (C++).
- *DSP/AI*: NumPy, Matplotlib, NLTK, Weka, TensorFlow.
- *Others*: Wwise (middleware), Music theory, Instruments (piano, guitar), Agile methodology.

## HONORS & AWARDS

- *2021*. Game Audio Diversity Alliance scholarship.
- *2020*. SoundGirls' Leslie Ann Jones scholarship in Honor of Ethel Gabriel.
- *2014-2017*. Vietnam Education Foundation fellowship. Top 40 students in STEM (national).
- *2017*. IBM Social Good fellowship.
- *2016*. USC Grace Hopper scholarship.
- *2009-2014*. Honor scholarships.

## SELECTED EXPERIENCES

### INTERN - WOMEN'S AUDIO MISSION (WAM)

*Spring 2021 (current), Virtual/Remote, USA*

- Teaching Assistant for 2 [Girls on the Mic: Music Coding](#) classes.
- Developing a 3D spatial audio [portfolio](#) as internship personal project.

### RESEARCH FELLOW - IBM THOMAS J WATSON RESEARCH CENTER

*Summer 2017, New York, USA*

- Project: AI for Social Good, Sustainability
  - Working with 5 Research Scientists & Software Engineers at IBM Research AI and NGO Literacy Coalition of Central Texas.
  - Building [Simpler Voice - an AI system](#) for low-literate adults by decoding complex texts into simple messages/visual/audio elements.
  - [1 Patent granted](#) (05/2020).

### RESEARCH ASSISTANT - UNIVERSITY OF SOUTHERN CALIFORNIA (USC)

*2014 - 2017, Los Angeles, USA*

- Project: Signal Processing, Machine Learning
  - Interdisciplinary research. Collaborating with Oncologists, Physicians, Biomedical & Mechanical Engineering scientists.
  - Developing [ATOM-HP](#) - a system supporting physicians to quantify performance of cancer patients during chemotherapy by analyzing signals from wearables worn by patients & 3D camera.
  - Deploying the system at 4 local LA hospitals. [Publications](#).

### RESEARCH STUDENT - HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY (HCMUT)

*2012 - 2014, Ho Chi Minh City, Vietnam*

- Project: Human - Computer Interaction.
  - Developing a mobile phone authentication framework (Android & iOS) using human voice & biometrics.

## EDUCATION

### SCHOOL OF VIDEO GAME AUDIO

Game Audio (Wwise, FMOD, Unity, Unreal Engine)

### UNIVERSITY OF WASHINGTON, SEATTLE

*Certificate* in Audio Production Techniques: Music & Video Post-Production

### UNIVERSITY OF SOUTHERN CALIFORNIA, LOS ANGELES

*MSc.* in Computer Science (Signal Processing / Machine Learning)

### HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY, VIETNAM

*Honors BEng.* in Computer Science & Engineering (Human Computer Interaction)

## OTHER PROFESSIONAL & COMMUNITY SERVICES

**Volunteer**: The Vera Project (2020), Grace Hopper Conference (2016), International Conference on Data Mining (2015).

**Mentor**: Mentoring high school & undergrad students on summer projects (2014 - 2017).

**Guest Lecturer & Teaching Assistant**: CS-585 Database Systems (2016, 2017), INF-552 Machine Learning for Data Informatics (2015).