# Minh Nguyen
## Audio Programmer

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Software Engineer with 3+ years of experience in computer science research. Proven skills in Programming, Audio Production, Sound Design, Game Engine, Middleware, and Data Mining. Author of 1 patent, 7 publications with system work featured on medias. An independent developer and a dedicated team player with interdisciplinary collaboration experiences.

## TECHNICAL SKILLS

- **Game Engine & Middleware**: Unity, Wwise
- **Digital Audio Workstation**: Pro Tools, Ableton Live
- **Platform**: Mobile (Android, iOS), PC (Windows, MacOS), Web

- **Programming**: C++, C#, Python, Java, MATLAB, Max/MSP, JavaScript, Ruby, Database SQL, NoSQL

- **Digital Signal Processing/AI tool**: NumPy, Matplotlib, NLTK, Weka, TensorFlow, PyTorch
- **Others**: Agile methodology, Git, Sound Design, Recording & Mixing, Interdisciplinary & Collaborative research

## EDUCATION

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| **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 |
| **UNIVERSITY OF WASHINGTON, SEATTLE** | *Certificate* in Audio Production: Music & Video Post-Production |
| **SCHOOL OF VIDEO GAME AUDIO** | Game Audio: Wwise, FMOD, Unity, Unreal Engine |

## PROFESSIONAL EXPERIENCES

**SOFTWARE ENGINEER,** *Seattle, WA*    *09/2020 – Present*
- Developing PC, Android & iOS mobile application to play spatial (ambisonics, binaural) music using Google Resonance Audio SDK, Oculus Audio Spatializer, Unity, C#, Java.

**QA TESTER,** *MAAT Digital – Remote*    *04/2021 – Present*
- Manual beta & release testing for 15 audio mastering plugins on multiple DAWs (Ableton Live, Sequoia, Nuendo).
- Software version tracking & documenting / reporting on bugs. Collaborating with 2 software developers.

**TECHNICAL INTERN,** *Women's Audio Mission (WAM) – San Francisco, CA*    *01/2021 – 05/2021*
- Teaching Assistant for 2 Music Coding classes using Python as part of Girls on The Mic program.
- Video & audio production: dialogue, music, visuals for WAM's social content and events using Pro Tools, RX, After Effects.
- Technical supporting for WAM online streaming events (Girls on The Mic Showcase, WAMcon Virtual Nashville).

**RESEARCH FELLOW,** *IBM Research AI – Yorktown Heights, NY*    *05/2017 – 09/2017*
- Developing Simpler Voice: Overcoming Illiteracy - an AI natural language processing system for low-literate adults by decoding complex texts into simple messages, visual & audio elements.
- Working with 5 Research Scientists & Software Engineers at IBM Research AI and NGO Literacy Coalition of Central Texas.
- Publishing 1 patent & presenting at NeurIPS 2017, D4GX 2018 conferences. Media featuring on Mashable, ACM, IBM.

**RESEARCH ASSISTANT,** *USC Integrated Media Systems Center – Los Angeles, CA*    *2014 - 2017*
- 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 sensors. Deploying the system, writing system manual & technical supporting on-site/on-phone at 3 local LA hospitals with 55 patients participated.
- Interdisciplinary research. Collaborating with a team of 20+ Oncologists, Physicians, Biomedical scientists.
- Publishing 4 papers. Presenting at AMIA 2016, ICDM 2017 conferences. Featuring on Forbes, NBC4News, The Hill, ScienceDaily.

**RESEARCH STUDENT,** *Ho Chi Minh city University of Technology, Vietnam*    *2012 - 2014*
- Developing a mobile phone authentication framework (Android & iOS) using human voice & facial recognition.
- Publishing 1 paper.

**WEB DEVELOPER INTERN,** *East Agile Vietnam*    *05/2012 – 09/2012*
- Developing, testing & deploying an internal Human Resources web application using Ruby, Ruby-on-Rails framework.
- Pair programming. Agile methodology (TDD, BDD).

## 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 national students in STEM
- 2017. IBM Social Good fellowship
- 2016. USC Grace Hopper scholarship
- 2009-2014. Honor scholarships

## 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 at USC (2014 - 2017)
- *Guest Lecturer & Teaching Assistant:* CS-585 Database Systems (2016, 2017), INF-552 Machine Learning for Data Informatics (2015)
- *Member:* AES, IEEE, SoundGirls, Grammy U