

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, SQL, 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).