Minh Nguyen
Audio Programmer

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Software Engineer & Researcher in the field of Computer Science, HCI, Interactive System, Audio.
Author of 3 patents with publications & system work funded by the U.S DoD, NIH, NCI & featured on medias (Forbes, NBCNews).

Proven skills in Programming, Audio Production, Sound Design, Game Engine, Middleware, Data Mining & Social Good.
An independent developer & a dedicated team player with interdisciplinary collaboration experiences.

TECHNICAL SKILLS

Game Engine & Middleware: Unity, Wwise (certified)

Digital Audio Workstation: Pro Tools, Ableton Live

SDKs & Frameworks: JUCE, Google Resonance Audio, Kinect

Programming: C++, C#, Python, Java, MATLAB, Max/MSP, JavaScript, Ruby,

Database: MySQL, Postgres, NoSQL, Spatial-DBs, MapReduce

Digital Signal Processing/AI tool: NumPy, Matplotlib, NLTK, Weka, TensorFlow, PyTorch

Platform: Mobile (Android, iOS), PC, Web

Others: VR / AR, Agile methodology, Git, Sound Design, Recording & Mixing, Interdisciplinary & Collaborative research

EDUCATION

UNIVERSITY OF SOUTHERN CALIFORNIA (USC), LOS ANGELES, *MSc.* in Computer Science: Signal Processing, Machine Learning
HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY (HCMUT), 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 EXPERIENCE

VOLUNTEER AUDIO PROGRAMMER, *Games for Love – Seattle, WA*   *10/2021 – Present*
- Implementing audio assets into VR game Channel Surfing+ using Unity, C#, FMOD. Details on link.
- Communicating with 1 audio lead, 1 sound designer & 2 lead developers to ensure audio assets are complete and accurate.

QA TESTER, *MAAT Digital - Remote*   *05/2021 – Present*
- Manual beta & release testing for 20 audio plugins on multiple platforms (Windows, MacOS) & DAWs (Ableton Live, Nuendo).
- Working closely with 2 software developers & CMO to build a deep understanding of features & architecture prior to testing.

SOFTWARE DEVELOPER, *GravelVoice – Seattle, WA*   *2020 – 2021*
- Developing & publishing mobile app playing spatial music (binaural, ambisonics) using Google Resonance Audio, Oculus Audio Spatializer, Unity, C#. Collaborating with 1 music producer & audio engineering. Version tracking & quality assurance control.

INDEPENDENT RESEARCHER, *Seattle, WA*   *2020 – Present*
- Serving as program committee member & reviewing 10+ manuscript for top-tier journal & conferences in the field of human-computer interaction, signal processing, audio, data mining & artificial intelligence: CHI, CSCW, ICMI, AM, etc.

TECHNICAL AUDIO INTERN, *Women's Audio Mission (WAM) – San Francisco, CA*   *01/2021 – 05/2021*
- Teaching 10+ students aged 11-18 coding in Python and visual coding to make music in 5 weeks in Girls on The Mic program.
- Video & audio production: dialogue, music, visuals for WAM's social content and events using Pro Tools, RX, After Effects.

RESEARCH FELLOW, *IBM Research AI – Yorktown Heights, NY*   *05/2017 – 09/2017*
- Developing Simpler Voice – a patented NLP system for low-literate adults by decoding complex texts into simple messages, visual, audio elements. Publishing 3 patents. Presenting at NeurIPS2017, D4GX2018 conferences. Featured on Mashable, ACM, IBM.

RESEARCH ASSISTANT, *USC Integrated Media Systems Center – Los Angeles, CA*   *08/2014 – 12/2017*
- Developing & deploying a secured in-hospital Kinect system & at-home client-server system collecting 100+GB data of 50+ cancer patients at 4 hospitals/clinics. Presenting at AMIA2016, ICDM2017 conferences. Featuring on Forbes, NBC4News, ScienceDaily.
- System demo at the White House as part of the Former Vice President / President Joe Biden's Cancer Moonshot initiative.
- Publishing 4 papers. Collaborating with a team of 20+ Oncologists, Physicians, Biomedical scientists.

GUEST LECTURER & TEACHING ASSISTANT   *01/2012 – 01/2014*
- Guest lecturer at Informatics 552 - Machine Learning for Data Informatics. University of Southern California, 2015.
- TA for 500+ students CSCI-585 Database Systems course at USC & 50+ students Artificial Intelligence course at HCMUT.

WEB DEVELOPER INTERN, *East Agile Vietnam*   *05/2012 – 09/2012*
- Developing, testing & deploying 2 web app: a video streaming app, and an internal human resources management app using Ruby, RoR framework in 4 months. Pair programming, 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 national students in STEM
2017. IBM Social Good fellowship
2017. USC Women in Science and Engineering Travel Grant
2016. USC Grace Hopper scholarship
2015. ICDM Conference's Student Travel Award
2009-2014. HCMUT Dean's Honor scholarships

OTHER PROFESSIONAL & COMMUNITY SERVICES

Member: AES, IEEE, SoundGirls, Grammy U
Volunteer: Live audio volunteer (The Vera Project - 2020), Student volunteer (Grace Hopper Conference - 2016, International Conference on Data Mining - 2015)

Mentor: Mentoring 3 high school students during summer term and 10+ undergrad / master students at USC in ATOM-HP project 2014-2017