MINH NGUYEN

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SUMMARY

COMPUTER SCIENCE

AUDIO PRODUCTION

International student at University of Washington, 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

• *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.

• *2009-2014*. Dean's 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

UNIVERSITY OF WASHINGTON, SEATTLE	**09/2020**
Certificate in Audio Production Techniques: Music & Video Post-Production	
UNIVERSITY OF SOUTHERN CALIFORNIA, LOS ANGELES	**12/2017**
MSc. in Computer Science (Signal Processing / Machine Learning)	
HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY, VIETNAM	**04/2014**
Honors BEng. in Computer Science & Engineering (Human Computer Interaction)	

OTHER PROFESSIONAL & COMMUNITY SERVICES

Volunteer: The Vera Project (2020), Grace Hopper Conference (2016), ICDM: 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).