Cong Cuong Nguyen

Al Engineer

I am a master in Competitive Programming (having competed in The National Gifted Student Competition Informatics 2020 (VOI 2020), and captained the BKDN.istream team in The 2020 ICPC Asia Can Tho Regional Contest. Also, in the same year, I achieved second place in the Vietnamese University Informatics Olympiad) Currently, I am eagerly aspiring to become an AI Engineer in the future!



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0387811875

uhunt.onlinejudge.org/u/ncc02

github.com/ncc02

EDUCATION

Informatics

Nguyen Binh Khiem Specialized High School

CERTIFICATES

- Competed in the competition for excellent students of major high shools in the Northern Delta and Coastal **Areas** 2019
- Second place in the informatics subject of province Quang Nam 2020
- Consolation prizes in the informatics subject of province Quang Nam 2019
- Participated in National **Gifted Student Competition** Informatics 2020

Information Technology

Danang University of Science and Technology

CERTIFICATES

- Second place in the Vietnam Student Olympiad in Informatics 2020
- GPA current: 3.2 (max 3.86 session 1, 2023)
- Participated in The 2020 ICPC Asia Can Tho Regional Contest

WORK EXPERIENCE

Al Part-time VJ Technologies

Floor 2, 230 Tran Hung Dao, Son Tra VJ Technologies , based in the heart of Da Nang City, Vietnam, is a research and development center specializing in Blockchain technology, AI, Microservices, ...

- Using Langchain combined with the RAG retrieval system to create a chatbot
- Developing a Question Answering model to extract textual information from users

Contact: Nguyễn Văn Phú - hr@vj-tech.jp

IT Intern **BK HIGHTECH**

01/2024 - 02/2024

96/17 Hai Ho. Thanh Binh, Hai Chau

BK HIGHTECH provide web, mobile, enterprise development, and software outsourcing services to help clients achieve their business goals.

• Building a product recommendation system API for users on an ecommerce website through machine learning

Contact: Nguyễn Thị Phương Dung - contact@bkhightech.vn

SKILLS

Deep Learning Machine Learning HuggingFace Kaggle AI Algorithms : Nearest Neighbor, Convex Hull, GBFS, A* Minimax, Neural Network, Perceptron, CNN, RNN, LSTM,

PROJECTS

Game TicTacToe

- This is the popular game TicTacToe, where players will play against an AI Bot. The interesting thing here is that the player will never be able to win the
- Technologies: ReactJS, Artificial Intelligence (Minimax Algorithm)
- Play link: https://ncc02.github.io/Tic-Tac-Toe/
- Source code: https://github.com/ncc02/Tic-Tac-Toe.git

HiBacSi Chatbot

- Here is the project where I created a health care chatbot for our team's HelloBacSi simulated website.
- Technologies: HuggerFace, Kaggle, Flask, Ngrok, GPT-2

Model Question Answering Japanese

- This model is a fine-tuned version of line-distilbert-base-japanese on the japanQuAD dataset
- Technology: Distil BERT, Google Colab, Transformers, Pytorch
- Source model: huggingface.co/cuongtk2002/distilbert-base-ja-cased

Recommender System ShopApp

- This is the project I did at my BK HighTech internship
- Technologies: Machine Learning (Matrix Factorization algorithm), Django, MongoDB Cloud
- Source code: https://github.com/ncc02/recommender-shopapp

Time Attendance System by Facial Recognition

- This is team project, i am responsible for the backend part along with one teammate
- Technologies: Backend (Django), Frontend (Vuejs) and AI (Face Recognition)
- Source code: https://github.com/ncc02/PBL5.git

CERTIFICATES

Algorithm Certificate and GPA Transcript | click here 🗹

Computer Vision (02/2024)

earn/certification/nguyencongcuong/computer-vision

Intermediate Machine Learning (12/2023)

kaggle.com/learn/certification/nguyencongcuong/intermediate-machine-

Intro to Deep Learning (08/2023)

kaggle.com/learn/certification/nguyencongcuong/intro-to-deep-learning