

# Tin Nguyen









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Objectives: Enthusiastic student seeking to do research in Explainable, Editable AI.

## Education

2022 - now	 <b>PhD, Auburn University, Auburn, AL, USA</b> Major: Computer Science Advisor: Prof. <a href="#">Anh Totti Nguyen</a>
2020 - 2022	 <b>M.Sc., Sejong University, Seoul, Korea</b> Major: Computer Science Advisor: Prof. <a href="#">Kim Yong Guk</a>
2015 - 2019	 <b>B.A., Ho Chi Minh University of Science, Ho Chi Minh, Vietnam</b> Major: Computer Science and Robotics Advisor: Prof. <a href="#">Ngoc Quoc Ly</a>

## Publications (Selected) (\* denotes equal contribution)

NAACL 2024	<b>Part-based image classifiers with an explainable, editable language bottleneck</b> <i>Minh Thang Pham*, Peijie Chen*, Thanh-Tin Nguyen*, Seunghyun Yoon, Trung Bui, Anh Nguyen</i>  <a href="#">Paper</a>  <a href="#">Code</a>
IEEE Access 2024	<b>Meme Analysis using LLM-based Contextual Information and U-net Encapsulated Transformer</b> <i>Thanh Tin Nguyen, Marvin John, Hulin Jin, Yong-Guk Kim</i>  <a href="#">Paper</a>  <a href="#">Code</a>
Knowledge-based Systems (KBS) 2023	<b>Coarse-To-Fine Fusion for Language Grounding in 3D Navigation</b> <i>Thanh-Tin Nguyen, Anh H. Vo, Soo-Mi Choi, Kim Yong Guk</i>  <a href="#">Paper</a>  <a href="#">Code</a>
Expert Systems with Applications (ESWA) 2021	<b>Fruit-CoV: An Efficient Vision-based Framework for Speedy Detection and Diagnosis of SARS-CoV-2 Infections Through Recorded Cough Sounds</b> <i>Long H. Nguyen, Nhat Truong Pham, Van Huong Do, Liu Tai Nguyen, Thanh-Tin Nguyen, Van Dung Do, Hai Nguyen, Ngoc Duy Nguyen</i>  <a href="#">Paper</a>  <a href="#">Code</a>

## Technical Strengths

<b>AI</b>	Prompting LLMs, RAG, Knowledge Graph, Diffusion Models, Object Detection.
<b>AI Framework</b>	Pytorch, Tensorflow.
<b>Programming Language</b>	C/C++, Python.

## Work Experience

2019-2020	<b>AI Engineer @ AIOZ Company, Ho Chi Minh City, Vietnam</b> Segmentation, Face Recognition, License Plate Recognition.
2018-2019	<b>AI Engineer Intern @ Gumi Company, Ho Chi Minh City, Vietnam</b> Line Segmentation for handwritten text. Optical Character Recognition (OCR) for Japanese bills and documents.
2017-2018	<b>Game Programmer Intern @ Gameloft, Ho Chi Minh City, Vietnam</b> Building an arcade game using Cocos-2dx.

## Honors and Awards

<b>1st Prize in AICovidVN challenge</b>	2021
Introduced Fruit-CoV, a framework that is capable of detecting SARS-CoV-2 through cough sounds. Received 100mil VND ( \$4300).	

## Services and Activities

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### Teacher for K-6 AI Club at Auburn University

AI Club for children around the elementary-school age (K-6) to learn math, coding, robotics, and artificial intelligence. This is a completely FREE, voluntary, educational event. Supported by Auburn University and an NSF CAREER award. Find out more at: [our website](#).

### Reviewer

I have been serving as a reviewer for journals and conferences such as Knowledge-based Systems, ACL, NAACL, and EMNLP.

## References

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**Dr. Yong-Guk Kim**, Full Professor, Sejong University

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**Dr. Ngoc Quoc Ly**, Associate Professor, University of Science.

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