# Trung Nguyen-Duc
*Curriculum Vitae*

## RESEARCH INTERESTS

I am interested in making computers learn better from 3D data so that they can perform better on relevant tasks, such as detection, segmentation, generation, etc.

## PERSONAL DETAILS

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|---|---|
| *Age* | 24 |
| *Address* | Ha Noi, Viet Nam |
| *Website* | https://nguyenductrung123.github.io |
| *Email* | v.trungnd19@vinai.io |

## EDUCATION

**Undergraduate** — 2015-2020
*Hanoi University of Science and Technology, Ha Noi, Viet Nam*
   Student at Talented Engineer Program in Applied Mathematics and Informatics
   Degree Classification : Very good
   GPA : 3.53/4.00

**Highschool student** — 2012-2015
*Le Hong Phong highschool for gifted students, Nam Dinh, Viet Nam*
   Gifted student specializing in Math

## EXPERIENCES

**Research Resident** — 01/2020-present
*VinAI Research, https://vinai.io/*
- Research topics: 3D Point Clouds, Optimal Transport, Generative Models, Object Detection

## PUBLICATIONS

**Single-Click 3D Object Annotation on LiDAR Point Clouds** — NeurIPS workshop 2021
*Trung Nguyen, Binh-Son Hua, Duc Thanh Nguyen, Dinh Phung*
- We propose a method based on supervised learning for single-click 3D object annotation on LiDAR point clouds.

**Point-set Distances for Learning Representations of 3D Point Clouds** — ICCV 2021
*Trung Nguyen, Quang-Hieu Pham, Tam Le, Tung Pham, Nhat Ho, Binh-Son Hua*
- We study the effects of different types of loss functions on learning representation for point clouds using auto-encoders.
- Link: https://arxiv.org/abs/2102.04014

**Detecting Hands and Recognizing Physical Contact in the Wild** — NeurIPS 2020
*Supreeth Narasimhaswamy, Trung Nguyen, Minh Hoai*
- We propose a large-scale dataset and a neural network module for recognizing the physical contact state of hands.
- Link: https://arxiv.org/abs/2010.09676

**The convergence of the Regula Falsi method** — Technical Report
*Trung Nguyen*
- We prove mathematically the convergence of Regula Falsi method for continuous functions.
- Link: http://arxiv.org/abs/2109.03523

## FELLOWSHIPS AND AWARDS

- "National Program for the Development of Mathematics" scholarship, Vietnam Ministry of Education and Training, semester 1, 2017.

- Second prize at Calculus, Vietnam National Mathematical Olympiad for Students and Pupils, 2016

## SKILLS

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|---|---|
| *Languages* | Vietnamese (mother tongue), English (IELTS 7.0) |
| *Software* | LaTeX, Matlab, Git |

## PROGRAMMING LANGUAGES

- Python: Proficient

  Libraries: Pytorch, Tensorboard, etc

- C/C++: Basic

## HOBBIES

In my free time, I like reading books, walking, learning new things, and hanging out with friends.