

# Trung Nguyen

## PERSONAL DETAILS

Website <https://trung6.github.io>  
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## EDUCATION

**Undergraduate** 2015-2020  
*Hanoi University of Science and Technology, Hanoi, Vietnam*  
Student at Talent Program in Mathematics and Informatics  
Degree Classification: Very good  
GPA: 3.53/4.00

## EXPERIENCES

**Research Resident** 01/2020-present  
*VinAI Research, <https://vinai.io/>*

- Research topics: 3D Point Clouds, Optimal Transport, Generative Models, Object Detection

## PUBLICATIONS

**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>

**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.

**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, 2016.

## SKILLS

Languages Vietnamese (mother tongue), English (IELTS 7.0)  
Software  $\text{\LaTeX}$ , MATLAB, Git, Python, C/C++