NGUYỄN VĂN THÀNH
Address: Hanoi, Vietnam |Phone: +84 867 037 902 | Mail: nguyenvanthanh221101@gmail.com

APPLY FOR: VISION ENGINEER (C++, C#, PYTHON) — KOH YOUNG TECHNOLOGY INC.

CAREER OBJECTIVE

Enthusiastic Vision Engineer with ~2 years of hands-on experience in embedded software and image processing. Proficient in C++ and Python with practical experience implementing computer vision algorithms (OpenCV), optimizing performance for real-time systems, writing unit tests, and collaborating with QA and technical support to deliver production-ready solutions.

KEY SKILLS

- Programming Languages: C++, C#, Python
- Computer Vision & Image Processing: OpenCV, camera calibration, morphological operations
- Machine Learning: basic CNNs, TensorFlow/Keras, data augmentation, model evaluation Software Engineering: OOP, design patterns, data structures, UML
- Systems: multithreading, multiprocessing, memory management, performance profiling
- Tools & DevOps: Git, SVN, Jira, Jenkins, Google Test (gtest)
- Other: data collection/annotation tooling, unit testing, CI integration

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EDUCATION

Hanoi University of Industry
B.Eng in Control & Automation Engineering Technology, GPA 3.76 / 4.0
08 / 2019 – 06 / 2023

- Full-course scholarship (Semesters 1–8); Nguyen Thanh Binh Scholarship recipient (2022)
- Ranked Top 2.7% of cohort (192 / 7,000)
- Awards: University research prizes (1st & 2nd place), LG Track Scholarship

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PROFESSIONAL EXPERIENCE

LG Electronics R&D Vietnam —*Software Engineer*
Nam Tu Liem, Hanoi | 08 / 2023 – Present

- Developed and integrated C++ image-processing modules for HMI and CDC product features, focusing on performance and robustness.
- Collaborated with QA and Technical Support to identify and resolve memory leaks, deadlocks, and crashes; implemented fixes and performance optimizations
- Wrote unit tests using gtest and contributed to CI pipelines (Jenkins) to reduce regressions and increase test coverage.

Gameloft Vietnam — *Game Developer Intern*
Nam Tu Liem, Hanoi | 02 / 2023 – 03 / 2023

- Implemented a personal game engine component in C++ and OpenGL; optimized rendering loops and data structures for real-time performance.
- Awarded First Prize in an internal development contest for the submitted project.

Samsung Vietnam Mobile R&D Center — *Software Intern*
Cau Giay, Hanoi | 07 / 2022 – 08 / 2022

Applied object-oriented design to implement a Tetris mini-application; practiced low-level performance considerations and memory-efficient data structures.

PROJECT HIGHLIGHT
Non-contact Object Size Measurement — *University Research (1st Prize)*

- Designed a complete pipeline (capture → preprocessing → edge detection → calibration → dimension estimation) robust to lighting changes.
- Technologies: C++, OpenCV, camera calibration, morphological operations.

Ripe Tomato Recognition — *University Research (2nd Prize)*

- Conducted dataset collection, augmentation, feature extraction, and classical ML classification for ripeness detection.
- Technologies: Python, OpenCV, scikit-learn.

LANGUAGES

- Vietnamese: Native • English: Professional working proficiency • Chinese: HSK3 (basic)