Quach Minh Tuan

- October 7, 2001
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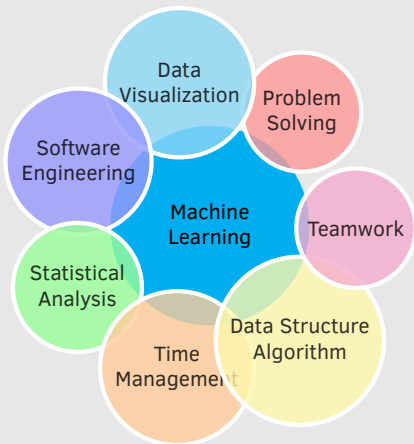
Social Network

- linkedin.com/in/qmtuan
- github.com/nh0znoisung

Languages

- Vietnamese, native
- English, IELTS 6.0 (B2)

Skills

Hobbies

Daily Coding Challenges | VPop Music

Anime & Manga | Walking & Reading

Objective

As an energetic person and a little bit of knowledge, I'm looking for part-time internship opportunities in **Machine Learning** and **Data Science**. So I hope to obtain an internship at your company, from that, we can benefit each other.

Education

2019 – Present	**Ho Chi Minh city University of Technology** Major: Computer Science – Bachelor's degree CGPA: 8.72/10	Ho Chi Minh city
2016 – 2019	**Luong The Vinh High school for gifted** Major: Mathematics GPA (Grade 12): 9.7/10	Bien Hoa, Dong Nai

Programming

Good: Python ● C++ ● Tensorflow ● Pygame ● Selenium ● Numpy

Medium: HTML ● CSS ● JS ● Git ● Pandas ● Jupyter Notebook

Basic: ReactJS ● C# ● Haskell ● Linux ● SPSS ● Agile ● SQL ● R

Achievements

Jan 2019	VietNam Mathematical Olympiad 2019 (Second prize)
Apr 2019	Top 49 students participating in VietNam selection team for International Mathematical Olympiad 2019
Jan 2021	"Student with 5 merits" prize
Feb 2021	"Brilliant academic performance" prize
Jul 2021	Top 37 in "KMS GOTCHA CORONA CHALLENGE"

Extra-Curricular Activities

Jan 2021 – Present	**Participated in Bach Khoa Artificial Intelligent Club (BKAIC)** ● In this club, I learned Python and some basic concepts about Machine Learning from mentors who tremendously inspire me in this field.
Jul 2020 – Oct 2020	**Participated in TickLab Club** ● This was the best opportunity for me to experience how a small-scale company works and learn how to handle our projects with Git as well as how to manage the software development with Agile.

Personal Projects

Sep 2021	**Sokoban game** *https://github.com/nh0znoisung/Sokoban* ● A Sokoban game with the map and level data is crawled on the Internet and we can play it manually or using search algorithms including BFS(Blind search) and A*(Heuristic search).
Oct 2021	**Gomuku AI** *https://github.com/nh0znoisung/Gomoku* ● A Tic-tac-toe game is extended with a board size 19x19. We can totally play with others or play with computer which is implemented by using Minimax algorithm and Alpha–beta pruning technique.
Jun 2021	**Hamiltonian Path Finding** *https://github.com/nh0znoisung/HamiltonianPathFinding* ● A simple desktop app is built using the Pygame library. It simulates the process that DFS algorithm finds a Hamiltonian path from a start point to a end point in a grid-graph with obstacles.

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