

VU THANH TUNG

Quantum software engineer

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Language: English (Fluent, C1), French (Courant, B2), Vietnamese (Native)

Description : I am searching for an internship of **3.5 months starting from mid-June** in the field of quantum information.

EXPERIENCE & PROJECTS

DevOps Intern, ARMOR Group, Nantes, France

06/2022 – 08/2022

- Deployed mock servers communicating via SSH and WinRM for testing jobs on 10 different scheduling tools and compared them over a list of benchmarks.
- Deployed a centralized Rundeck pre-production server in order to further validate the proof of value.
- Researched on a new logging convention and adapted it to the system of the company.
- Deployed mock Docker containers for 5 different monitoring tools for studying their functionalities and comparing them over a list of benchmarks.

CERTIFICATE

Mécanique quantique, Coursera (École Polytechnique)

7/2022 – 11/2022

- Wave function in different representations and its collapse upon measure.
- 1D quantum barrier and its application in the field of nuclear physics (Gamow's theory) and optics (frustrated total reflection).
- Mathematical studies on different forms of 1D quantum well and its application in chemistry and semiconductor (Kronig-Penney model).

Deep Learning Specialization, DeepLearning.AI

10/2021 – 4/2022

- Neural networks : Architecture, Optimizers, Regularization, transfer learning.
- Image Processing models : CNN, ResNet, YOLO, U-Net.
- Natural language processing : RNN, LSTM, Attention, Transformer.

Machine learning, Coursera (Stanford)

7/2021 – 10/2021

EDUCATION

INSA de Rennes

Ingénieur Informatique

09/2019 – Current

Notable subjects:

- OOP and design pattern (Java, UML), Database (Data normalization, B-tree), Data structure & algorithms, Data analysis (PCA, tree methods, clustering), Stochastic process (Queuing theory, death/birth process).

Notable projects:

- **Sudoku game** 09/2022 – 01/2023
 - Designed a complete UML diagram with application of **advanced design patterns** (Command, Observer, Service).
 - Developed interactive frontend components (Sudoku board, game menu) with **Angular**.
 - Developed basic backend API services for generating map and save played games with **Springboot**.
- **ArchéoMetal** 01/2022 – 05/2022
 - Developed an interactive 3D environment and **VR manipulation mechanism** for archeologists to better study and interact with artefacts in **Unity3D**.
 - Converted information of scanned artefacts into 3D information compatible with Unity.
 - Cleaned the mesh of scanned objects in order to enhance the observation quality of archeologists.

Korea Advanced Institute of Science and Technologie (KAIST)

Daejeon, South Korea

Exchange program

02/2023 – 06/2023

Notable subjects:

- Quantum information I, Reinforcement learning, Deep computer vision, Graph machine learning

Hanoi Amsterdam high school for the gifted

Hanoi, Vietnam

Specialization : Physics

09/2016-09/2019

SKILLS

Technical skills : Java, Python, Tensorflow, Angular, Springboot, MongoDB, ELK stack, Git.

Quantum information : Qiskit, QFT, Grover, Shor, Simon.