Chi Lan Ngo

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Hanoi, Vietnam

Education

COLLEGE OF ENGINEERING AND COMPUTER SCIENCE, VINUNIVERSITY 2020 - Present
Bachelor of Mechanical Engineering, Major: Mechanical Engineering
Merit-based 100% Scholarship | CGPA: 3.24 | Major GPA: 3.61

TECHNION – ISRAEL INSTITUTE OF TECHNOLOGY 3/2023 – 8/2023
Major: Mechanical Engineering | Exchange Program

CRETIN-DERHAM HALL HIGH SCHOOL 09/2018 - 05/2020
Highschool Diploma | GPA: 4.02

Working Experience

ScanTech3D Vietnam 08/2022 - 10/2023
Technical Support Intern

- Learn 3D designing and inspecting using GOM software.
- Support employee with 3D scanning and designing to suit with customers' demand.
- Attend industrial conferences and help establish partnership with several manufacturing companies.
- **Skill learned:** 3D Designing & Scanning, Problem-Solving, Partnership Development, Research & Development, Critical Thinking

VinUni MakerSpace Networks 08/2021 - 04/2022
Co-Project Leader

- Lead a team of 15 people with the aim to establish an all-inclusive network of makerspaces, laboratories, and workshops on campus for students, faculty, and external partners.
- Conduct research and write user manual and regulations for laboratory machines and equipment (which includes 3D scanner, vacuum forming machine, laser cutter).
- Organize and facilitate workshops on proper regulation and operation of laboratory machines and equipment with an average attendance of 20 students per workshops.
- **Skill learned:** Leadership, Project Management, Communication, Research, Problem-Solving, Organizational Skills, Critical Thinking

ARAM (Autonomous Robotics and Additive Manufacturing) Lab at VinUni 07/2023 - Now
Team Member

Reinforcement Learning for Autonomous Driving in Highly Dynamic Environment 07/2023 – Now

- Conduct weekly seminar on Multiple Hypothesis Tracking (MHT) subject such as Kalman Filter, Object Tracking, and Probability related techniques.
- Implement these techniques on the Jetson to provide the input (trajectories of pedestrians) for our Reinforcement Learning path planning model

Equivariant Scene Graph Neural Network 12/2023 – Now

- Utilize a simple point encoder to extract node features from the point cloud data, incorporate bounding box coordinates of entities as embedding coordinates, and edge feature will be the invariant feature given by the distance of point clouds.
- Apply the E(3) equivariant model for updating the node feature, embedding coordinate, and edge features. Feed these into node and edge classification to return entities classification and relationship between two neighbor nodes, respectively.
- Our method achieves improvements in converge time, precision as well as recall comparing to current state-of-the-art works, and is intended for submission to **NeuRips 2024.**
- **Skill learned:** Python Programming, Machine Learning, Collaboration, Problem-Solving, Critical Thinking, Project Management

Certificates

Language Proficiency

- IELTS: 8.0 Overall

Academic

- SAT: 1530