Quang Trung TRUONG

Research Interests

Video understanding, deep learning

EDUCATION

Hong Kong University of Science and Technology

Hong Kong

Sept 2021 - Present

Email: qttruong@connect.ust.hk

Ph.D. in Computer Science
University of Science

Ho Chi Minh city, Vietnam

Bachelor degree in Computer Science, Honors Program.

Sept 2010 - Aug 2014

Thesis: Building the Facial Expressions Recognition System Based on RGB-D Images in High Performance.

SELECTED PUBLICATIONS

- Marine Video Kit: A New Marine Video Dataset for Content-based Analysis and Retrieval: Quang-Trung Truong, Tuan-Anh Vu, Tan-Sang Ha, Jakub Lokoc, Yue Him Wong Tim, Ajay Joneja, and Sai-Kit Yeung. International Conference On Multimedia Modeling. Bergen, Norway. 2023. ORAL. Paper.
- SideInfNet: A Deep Neural Network for Semi-Automatic Semantic Segmentation with Side Information: Jing Yu Koh, Duc-Thanh Nguyen, Quang-Trung Truong, Sai-Kit Yeung, Alexander Binder. European Conference on Computer Vision. 2020. Paper.
- Urban Zoning Using Higher-Order Markov Random Fields on Multi-View Imagery Data: Tian Feng*, Quang-Trung Truong*, Duc-Thanh Nguyen, Jing Yu Koh, Lap-Fai Yu, Alexander Binder, Sai-Kit Yeung. European Conference on Computer Vision. Munich, Germany. 2018. (* Co-first author). Paper.
- SHREC'17: RGB-D to CAD Retrieval with ObjectNN Dataset: Binh-Son Hua, Quang-Trung Truong, Minh-Khoi Tran, Quang-Hieu Pham, Lap-Fai Yu, Duc Thanh Nguyen, Sai-Kit Yeung. Eurographics 2017 Proceedings of the Eurographics Workshop on 3D Object Retrieval. France. 2017. Paper.
- Building the Facial Expressions Recognition System Based on RGB-D Images in High Performance: Quang-Trung Truong, Quoc-Ngoc Ly. 8th Asian Conference on Intelligent Information and Database System. Da Nang, Viet Nam. 2016. ORAL. Paper.

Preprints

• Self-supervised Video Object Segmentation with Distillation Learning of Deformable Attention: Quang-Trung Truong, Duc Thanh Nguyen, Binh-Son Hua, Sai-Kit Yeung. CVPR submission. 2023. Paper.

Teaching

• COMP2011 - Programming with C++ HKUST

2022

• Scientist-in-Residence Workshops HKMU

2022

SERVICES

Reviewer: MMM(2023), WACV(2024).

INVITED TALKS

• University of Information Technology - VNU-HCM Seminar Series Towards Attention-based Approaches for Video Object Segmentation June 21, 2023

Work history

Nichietsu company

Ho Chi Minh city, Vietnam

Lead software engineer

2020 - 2021

Vision, Graphics and Computational Design Group, SUTD

Research Assistant

Singapore *2016 - 2018*

VIETMAP Company Limited

Ho Chi Minh city, Vietnam

Software engineer

2016

SKILLS

- 7+ plus years of related experience
- Interest and ability to quickly learn and apply newer machine learning algorithms
- Programming skills in different OS (Linux, Windows), Python, C/C++, Perl, Bash Shell, Tensorflow, Torch, pyTorch, MATLAB, HTML, Javascript, OpenCV, OpenGL, PCL
- Knowledge of generating features from sensor technology like camera, lidar, GPS
- Take initiative to launch projects with the ability to quickly learn and develop own idea in an interdisciplinary environment
- Working knowledge of web technologies
- Good problem solving and analytic skills
- Knowledge of various databases such as MongoDB, SQL
- Strong expertise in deep learning

AWARDS

• Research Travel Grant HKUST

2022

• Postgraduate Studentship HKUST

2021, 2022

• University Student Mobile Programming Honor Nokia

2013

Developed game, published in the Windows Phone Store, and then ported to AshaFT application in the Ovi store. My game "Racing animal" had been rated 4.5 stars over the first two months in the Windows Phone Store.

• SHREC'17: RGB-D to CAD Retrieval with ObjectNN Dataset Third prize

2017

Professional Activities

• Speaker at 8th Asian Conference on Intelligent Information and Database System Da Nang city, Vietnam March 2016

• Organiser of the Eurographics 2017 Workshop on 3D Object Retrieval (https://github.com/hkust-vgd/shrec17).
September 2017

Lyon, France