Quang Trung TRUONG

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RESEARCH INTERESTS

Video understanding, deep learning

EDUCATION

- **Hong Kong University of Science and Technology** — Hong Kong
  Ph.D. in Computer Science and Engineering — *Sept 2021 - Present*

- **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.

- **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.

- **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)**

- **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.

- **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.

TEACHING

- **COMP2011 - Programming with C++** HKUST — 2022
- **Scientist-in-Residence Workshops** HKMU — 2022

SERVICES

Reviewer: MMM(2023)

INVITED TALKS

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

WORK HISTORY

- **Nichietsu company** — Ho Chi Minh city, Vietnam
  Lead software engineer — *2020 - 2021*

- **Vision, Graphics and Computational Design Group, SUTD** — Singapore
  Research Assistant — *2016 - 2018*

- **VIETMAP Company Limited** — Ho Chi Minh city, Vietnam
  Software engineer — *2016*

- **Artificial Intelligence Laboratory, University of Science** — Ho Chi Minh city, Vietnam
  Researcher — *2015- 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).   Lyon, France
  September 2017