

Luong Doan

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EMPLOYMENT

- **VinAI Research** Hanoi, Vietnam
AI Engineer Resident Winter 2020
 - Worked on developing a natural language understanding system.
 - Audited data and wrote evaluation scripts.
 - Languages used: Python.
- **Cinnamon AI** HCMC, Vietnam
AI Researcher Intern June. 2019 - Aug. 2019
 - Worked on developing a Named-entity recognition model that can tag Japanese words in a text line with their corresponding type. The precision of the model was improved from 75% to 92% by using zero LSTM initial state and 99% by using non-zero LSTM initial state.
 - Languages/Technologies used: Python, Pytorch, Tensorflow.

EDUCATION

- **Ulsan National Institute of Science and Technology** Ulsan, South Korea
Bachelor of Computer Science and Mathematical Science 2017 - 2021
 - Global Uni-Star Scholarship with full tuition support.
 - Current GPA: 89.20/100

HONORS AND AWARDS

- **22nd/135 place in the 2018 ACM ICPC Asia Seoul Regional Programming Contest** 2018
 - Competed in a team of three to solve 10-12 algorithmic problems in five hours contest using C/C++/Java.
- **Second prize in the 2016 ACM ICPC Vietnam National Programming Contest** 2016
 - Got 19th place out of 166 participated teams.
- **Second prize in Vietnamese National Olympiad in Informatics in 2015** 2015
 - An annual programming contest held by the Ministry of Education and Training for Vietnamese high-school students. This is the preliminary contest for choosing representatives for the International Olympiad in Informatics (IOI).

PROJECTS

- **LQD Online Judge** 2020
 - An online system for hosting programming contests based on the DMOJ open-source platform. LQD Online Judge also provides messaging service that allow the community on sharing ideas and discussing approaches to solve coding questions.
 - Languages/Technologies used: Python, Django framework, jQuery, MariaDB.
- **Hanh Trinh Magellan Season 2 platform** 2019
 - Developed a web platform for the contest “Hanh Trinh Magellan” that helps the moderator add, edit and show the questions in several styles (text, audio, video, crosswords, gomoku board); it also helps the contestants send their answers and AJAX requests (request answer permission, request to double their score) to the moderator.
 - Languages/Technologies used: Python, Javascript, HTML, CSS, Django framework, jQuery, Bootstrap.

ACTIVITIES

- **Admin and problem setter at Le Quy Don's online judge** 2018 - 2020
 - Manage over 3000 users of the platform and contribute data structures & algorithm problems for online contests.
- **Problem setter at Ho Chi Minh University of Technology** 2016 - 2017
 - Create problemsets for BKIT Contest and Hau Due Pascal Contest, which are well-known annual programming contests of this university.