

# LUONG DOAN

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## EMPLOYMENT

### AI Researcher Intern at Cinnamon AI

Summer 2019

- Worked on developing a Named-entity recognition model that can tag Japanese words in a text line with their corresponding type. The model achieved the precision of:
  - 92% by using zero LSTM initial state.
  - 99% by using non-zero LSTM initial state.
- Implemented data augmentation algorithms to automatically add noise to the dataset.
- Languages/Technologies used: Python, Pytorch, Tensorflow.

## EDUCATION

### Ulsan National Institute of Science and Technology – Ulsan, South Korea

- Global Uni-Star Scholarship with full tuition support.
- Bachelor of Computer Science and Mathematical Science;
- Current GPA: 89.20/100
- Expected Graduation: 2021

## HONORS AND AWARDS

- 22<sup>nd</sup>/135 place in the 2018 ACM ICPC Asia Seoul Regional Programming Contest.
  - 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.
  - Got 19<sup>th</sup> place out of 166 participated teams.
- Second prize in Vietnamese National Olympiad in Informatics in 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).

## SKILLS

- Data structures & Algorithms
- Programming languages: C++ and Python (over 2 years); familiar with Javascript, HTML, CSS, PHP.
- Experience in Git, Django framework, Tensorflow, Pytorch, Numpy, Bootstrap, jQuery.

## PROJECTS

- [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.
- [ThemisRanking](#) (2016)
  - Developed a tool that automatically generate a web-based scoreboard from the grading result of the [Themis judger](#).
  - Languages/Technologies used: PHP, HTML, CSS.
- [LibM](#) (2015)
  - Developed a simple library management system using Visual C++.

## EXPERIENCES & ACTIVITIES

- **Admin and problem setter at [Le Quy Don's online judge](#):** 2018-2019
  - Manage over 1000 users of the platform.
  - Contribute data structures & algorithm problems for online contests.
- **Algorithms tutor for National Olympiad team:** 2017-2018
  - Taught algorithms for the members of the talented teams preparing for the Vietnamese National Olympiad in Informatics at Nguyen Binh Khiem High School for the Gifted and Le Quy Don High School for the Gifted.
- **Problem setter at Bach Khoa University** 2016-2017
  - Create problemsets for *BKIT Contest* and *Hau Due Pascal Contest*, which are well-known annual programming contests of this university