# TUNG D. NGUYEN

https://tungdnguyen.com & ndoantung@gmail.com & google scholar

#### **EDUCATION**

Illinois Institute of Technology (summa cum laude)

Graduated: Dec'19

B.S. in Computer Science; Minor in Applied Mathematics

Major GPA: 3.95/4.0; Cumulative GPA: 3.86/4.0

#### Selected Coursework:

- · CompSci: Machine Learning, Social Network Analysis, Deep Learning, Computer Vision, Computer Graphics
- · Applied Math: Probability and Statistics, Differential Equation, Linear Algebra, Multivariate Calculus

#### **PUBLICATION**

## Estimating Tie Strength in Follower Networks to Measure Brand Perceptions [pdf]

Tung Nguyen, Li Zhang, Aron Culotta. In Proceedings of the 2019 International Symposium on Foundations and Applications of Big Data Analytics (ASONAM/FAB). (3 citations in Google Scholar)

#### Utilizing Starch and Clay Mineral to Make Affordable Controlled-Release Fertilizer [pdf]

Tung Nguyen, Huy Nguyen, Trung Le, Ha Dao, Khoi Nguyen, Thang Tran, Manh Nguyen. In Journal of Science & Technology Issue 52 - Vietnam Academy of Science and Technology.

#### HONORS & AWARDS

- · Dean's List for 9 consecutive semesters, Illinois Institute of Technology
- · Leaders in Science and Technology Scholarship, Illinois Institute of Technology
- · International Scholarship, Illinois Institute of Technology
- · Winner, HackRice, 2016
- · 2nd Place, Wells Fargo IIT Finance Hackathon, 2017
- · 1st Place, Hanoi Intel Science and Engineering Fair, 2013

### EXPERIENCE

Google Search Mar'20 - Present

Machine Learning Engineer

New York, NY

- · Build triggering decision classifier for Search Generative Experience, a LLM-based Search feature.
- · Utilize ML to enhance Search's user query understanding and facilitate the triggering of relevant Search features.
- · Build a Chain-of-Thought prompting model to evaluate value add of search results.

## Text Analysis in the Public Interest (TAPI) Lab

Jan'18-Sep'19

Research Assistant

Research Assistant

Chicago, IL

- · First-authored a paper on estimating brand perception using Twitter, achieving an 0.84 average AUC.
- · Developed a social-based music recommender for Spotify, achieving a 0.77 AUC and increase 40% correlation.
- · Researched online user behaviors: music taste shifts, filtering bubbles, and social perceptions.

#### **BMW Technology Corporation**

Mar'19 - Aug'19

Machine Learning Research Intern

Chicago, IL

- · Built a real-time energy consumption prediction model, improving current in-car reading methods by 80%.
- · Created a model to predict possible attainable destinations, given a car's gas level, with a 20% error margin.
- · Developed behaviors prediction model based on driver profiling to mitigate cold-start problem.

#### Prof. Edward M. Reingold Lab

Sep'18 - Dec'18

Chicago, IL

- · Researched Fast Fourier Transform and its applications.
- · Generated musical blueprints for various genres using Short Time Fourier Transform.
- · Developed a music genre conversion model, achieving 60% accuracy in genre classification with GTZAN Dataset.

#### University of Chicago

Jun'17 - Sep'17

Bioinformatics group - Lynx Project, Data Analysis & Software Engineer Intern

Chicago, IL

- · Developed a search engine optimized for efficient retrieval of identical human protein sequences.
- · Integrated BLAST, a biological sequences comparison algorithm, for deeper sequences analysis and visualization.

#### Illinois Institute of Technology

Aug'16 - May'18

Teaching Assistant

Chicago, IL

- · Assisted students in Object Oriented Programming I + II (Java) and Data Structures & Algorithms (Python).
- · Developed weekly review sessions and grade over 50 students' programming assignments per semester.
- · Mentored 200+ Computer Science and math sessions at Academic Resource Center.

#### Crafinity - A Personalized Gifts Brand

Jun'17 - Dec'19

Data Scientist / Software Engineer

Chicago, IL

- · Automated order processing pipeline for 10 Etsy stores, managing **50K** orders totaling **\$1.5M** in revenue.
- · Created logging framework for real-time sales analysis, reducing 85% Marketing cost

#### **PROJECTS**

#### Social Network Analysis

- · Conducted community detection and link prediction using Facebook-like data and Girvan-Newman algorithm.
- · Clustered Facebook graph into communities and make friend recommendation.
- · Built a sentimental classifier based on IMDB movie reviews.

## Spotify's Social Music Recommender

- · Investigated the influence of friends and followers on users' music preferences using Spotify and Twitter.
- · Built a next-song prediction model, achieving 0.77 AUC, a 40% increase from Spotify's current recommender.

## Harmonizing (HackRice 2016 winner)

· Created a crowdsourcing platform for musicians, facilitating collaborative contributions of vocals, harmonies, and instrumentals to produce socially blended songs. (Node.js, Express and Multer).

#### Self-driving Mars Robotic Miner - NASA Robotic Mining Competition 2018:

- $\cdot$  Created a neural obstacle detection system using Kinect depth cameras, LibFreenect, and OpenCV.
- · Integrated LIDAR and capacitive touch sensors to develop a fully automated robot maneuvering system.

#### Real-time Image and Video Style Transfer [pdf]

- · Utilized Convolutional Neural Network (VGG16) to build an image style transfer model (Keras, Tensorflow).
- · Improve model's speed by **3-fold** using perceptual losses and feed-forward network to transfer real-time video.

#### Cloud-based prediction model for Competitive Gaming Match [pdf]

- · Created a data pipeline to collect data from League of Legends Developer API to store on Azure Cosmos DB.
- · Implemented a match prediction model on Apache Spark and serve on an interactive Javascript web application.

## Computer Graphics with WebGL and Javascript

· Implemented Phong illumination model, surface rendering, Bresenham line drawing and Cardinal splines interpolation.

#### SKILLS

Languages (Proficient) C++; Python; Java, C, Javascript, SQL, Haskell.

Frameworks Tensorflow, Keras, Hadoop, Scikit-learn, Pandas, NetworkX, OpenCV, WebGL, Flask.

#### **OTHER**

- · **G'LAMS** *Founder*: Produced and led the first Vietnamese-speaking student musical, which ran successfully for 9 years and reached over 12K audience members.
- · After War Photography Exhibition Designer & Photographer: Documentary of Vietnam War indirect victims.
- · Illinois Tech ACM Board Member: Organized ScarlettHack the first Major League Hacking Hackathon at school.