

# HUNG NGUYEN

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## EDUCATION

**BACHELOR'S DEGREE OF COMPUTER SCIENCE**

*AUGUST 2019 – MAY 2023*

*MISSOURI STATE UNIVERSITY – Springfield, MO*

- GPA: 3.78/4.00
- International Leadership Scholarship (2019-2023).
- Dean's List for 8 consecutive semesters.
- Ranked in the top 91th percentile in the ETS Computer Science Major Field Test.

## EXPERIENCE

**Computer Science Lab Tutor**

*October 2020 – May 2023*

*Missouri State University – Springfield, MO*

- Help undergraduate students with their computer science problems in MSU Cheek 213 lab.
- Use communication and education skills to help students find their solutions to homework, labs, and problems.
- Create an atmosphere that encourages learning and exploring in the lab.

**Internet Programming Grader**

*February 2022 – December 2022*

*Missouri State University – Springfield, MO*

- Grade homework assignment for CSC 365 – Internet Programming course of the Spring 2022 semester.
- Check students' works to see if they are working as intended with required methods.
- Provide students with feedbacks on how to fix or improve their assignments.

**Undergraduate Research Assistant**

*January 2021 – November 2021*

*Missouri State University – Springfield, MO*

- Performed data analysis and preprocessing using Python and Microsoft Excel for the Computational Learning System Lab at Missouri State University.
- Applied various clustering methods to classify biomedical data.
- Researched various machine learning methods and papers to determine the most suitable method to categorize patients with Traumatic Brain Injury.

## AWARD

[A deep learning model to predict traumatic brain injury severity and outcome from MR images](#)

*JANUARY 2021 - OCTOBER 2021*

- Evaluation of a deep learning model based on a residual learning convolutional neural network that predicts TBI severity from MR images.
- Utilized **Python** with **pandas** and **skicit-learn** to preprocess raw data, along with testing the different clustering methods.
- **Awarded "Best Paper Award" on Proc. IEEE CIBCB October 2021.**

## TECHNICAL SKILLS

- **Languages:** C++, Python, C#, Kotlin, JavaScript, PHP.
- **Tools:** Android Studio, Unity, PostgreSQL, FlightSim.
- **Libraries:** TensorFlow, pandas, UMAP - scikit-learn, Gym-JSBSim.
- **Management:** Trello, GitHub, Scrum management framework.

## PROJECTS

### *Camera Re-Identification Using Bag Of Features*

AUGUST 2021 - NOVEMBER 2021

- Using the [torchreid](#) library, the project attempts to re-identify people in a camera feed that has previously appeared in any other cameras in the same network.
- Utilized **Python** with **UMAP** to perform dimensionality reduction on the data extracted by the torchreid model and evaluate 4 different **clustering algorithms**: for the best method to categorize frames of different people.

### *Autonomous Control of Fixed-wing Aircraft using Deep Reinforcement Learning*

JANUARY 2022 - MAY 2022

- Stabilize the aircraft in **Gym-JSBSim** – a reinforcement learning environments for the control of fixed-wing aircraft using the **JSBSim** flight dynamics model. The **FlightGear Flight Simulator** is used for testing.
- The reward formula in **Gym-JSBSim** was examined and modified using **Python** to reduce aircraft oscillation.

### *Duel – A Mobile First Person Fighting Game*

JANUARY 2023 – MAY 2023

- Created a first-person perspective fighting game with directional combat using parry and limb health system.
- Utilized the **Unity** engine and **C#** to create the game system and utilized **Pixel Studio** to create the sprites for the game.

### *Retiring Task – A Stalker G.A.M.M.A. Mod*

MAY 2023 – PRESENT

- Developed a mod for the game Stalker G.A.M.M.A., adding a new type of radiant mission that gives reward based on the mission giver's equipment.
- Utilized **X-Ray engine** scripting as well as **DLTX** and **DXML** to add a new mission type with no conflict with the rest of the game as well as other mod.