

Bang-Dang Pham

Curriculum Vitae

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Having strong pursuit of finding full potential of myself in science enthusiasm. Whenever how hard is it, how challenging I have to face, I am still always believe in myself, try my best wholeheartedly without shyness. As a machine learning model, the only way to have an opportunity to be a better version is that we have to try and then self-evaluate to find the optimal solutions.

Education

- 2018 – **Ho Chi Minh University of Science, Vietnam National University**, Ho Chi Minh City, Vietnam.
Present Bachelor degree of Advanced Program in Computer Science (APCS)
GPA: 3.9/4, Math 4.0/4.0, Computer Science 4.0/4.0
- 2015 – 2018 **High School for the Gifted, Vietnam National University**, Ho Chi Minh City, Vietnam.
Specialized in Informatics
Graduated with an excellent level (GPA: 3.95/4.0)

Work Experience

- July,22 – **VinAI Research, AI Research Resident**.
Present As a Research Resident
- June,21 – **Katalon Inc., AI Engineer**.
June,22 Pioneer in applying AI to Automation Testing Platform in Vietnam. Enrich the testing feature, especially Visual Testing, through deep technique in Computer Vision helping generating testcase faster and more accurate.
- Jan,20 – **Cinnamon AI, AI Trainee in Deep Learning Bootcamp 2020**.
June,20 In this bootcamp, I overcame more than 100 competitors and experienced 3 stages, thus leading to earning the final scholarship and achievement in this bootcamp. I had to put myself in hardship by reading a multitude of papers, implementing them from scratch, and training/inferencing by myself with the various topics: OCR, Forensic, Gaussian Mixture Model, etc.
Especially, in the final stage, I and my teammates decided to choose **Visual Question Answering(VQA)** as a final topic to research and improve to be state-of-the-art models. We had a seminar to share about this topic on Cinnamon AI (Facebook page) as Livestream base.

Extra-curriculum Activities

- Arts Activites, Actor, MC, Voice Actor, etc..**
Some films and dramas that I experienced:
- Giac mo bien – director Dung Truong
 - Mot cuoc dua – director Huu Phuc Tran
 - Di qua mua mua – director Mai Dung
 - Phieu luu mua he – director Minh Cao
 - Pha le khong de vo, Sac mau hanh phuc,...
- Some gameshows and reality shows : Xuc xac xuc xe, Chuyen khong cua rieng ai, O cua trai tim, Song dep,...
- In 2018:
- Pass the entrance examination of **Ho Chi Minh Academy of Theatre and Cinema** at an **Excellent level**.
 - **Second Prize** at **National Master of Ceremonies Contest 2018**.
- 2020 **Euphoria Insider, Project Leader**.
Euphoria Insider is a non-profit youth organization that aspires to provide Vietnam's younger generation with authentic and necessary experiences to help them determine their career paths.
- 2019 **Project Sugar, Project Mentor**.
This is a **charitable organization** that provides the children with sustainable values such as *knowledge, spirits, and opportunities* in life; empowers volunteers to organize projects for the children.
I have responsibility for managing different kinds of positions and build plans and directions for activities of this organization.

Publications

- 2023 **HyperCUT: Video Sequence from a Single Blurry Image using Unsupervised Ordering**
- Published in IEEE Computer Vision and Pattern Recognition Conference (**CVPR**) 2023 - First Author
 - Our work tackles **image-to-video deblurring**, resolving sequence order ambiguity using a self-supervised method. We also introduce a diverse real-image dataset (RB2V) for this task, covering domains like faces, hands, and streets.
 - [Paper](#) - [Project Page](#) - [Poster](#)
- 2022 **SHREC'22: Open-Set 3D Object Retrieval using Multi-Modal Representation**
- In this challenge, we have an opportunity to get exposure to Open-Set problem, especially for 3D objects with multiple input types. Then, we choose to leverage Domain Adaptation task to access to this challenge. By this way, we won the First Prize in Nearest Neighbour and NDCG@100 metric in retrieval session.
- 2021 **MediaEval 2021 - Visual Sentiment Analysis: A Natural Disaster Use-case**, Dec 16
- Published in *MediaEval 2021 Workshop Program* - First author
 - We propose an optimal solution for classifying the emotion that is expressed by the image related to natural disasters. By embedding the metadata of the interior feature, we won the first prize due to reaching the peak of accuracy and won the *Distinctive Mention Award* as well.
 - Paper link: <https://2021.multimediaeval.com/paper33.pdf>
- 2021 **SHREC'21: Retrieval of 3D Cultural Heritage Objects**, Nov 08
- Accepted by *Eurographics Workshop on 3D Object Retrieval (3DOR 2021)*
 - Published in **Computers & Graphics Journal (Elsevier) - Q1**
 - We propose a mechanism leveraging Attention module to utilize the temporal dimension of 3D input objects by RingView transformation. That processing helps the model can focus on assessing the effectiveness of retrieving objects from the same culture and same overall shape.
 - Paper link: <https://doi.org/10.1016/j.cag.2021.07.010>
- 2020 **MediaEval 2020 - Sports Video Classification**, Nov 15
- Published in *MediaEval 2020 Workshop Program*
 - Through this challenge, we can learn how to process data that help model focusing on the main action of object inside. Moreover, ensemble model is useful in here when we try a lot of approaches to extract in various features.
 - Paper link: <http://ceur-ws.org/Vol-2882/paper50.pdf>

Academic Achievements

- 2022 **First Prize** in **SHREC'22 Track: Open-Set 3D Object Retrieval**
- 2021 **Distinctive Mention** in *MediaEval 2021 Workshop Program*
- 2021 **First Prize** in *Visual Sentiment Analysis* of **MediaEval 2021**
- 2021 **First Prize** in *3D Shape Retrieval Challenge 2021 (SHREC'21)*
- 2020 **First Prize** in *Sports Video Classification* of **MediaEval 2020**
- 2020 **Excellent Young Research Award** at VANJ 2020 conference
- 2020 Top 10th at **AI4VN 2020**
- 2019 Top 3rd at **Emotion Recognition Competition 2019**
- 2019 Top 5th at **Zalo AI Hackathon 2019**
- 2019 **Second Prize** in *Informatics Olympic Contest for Student*
- 2018 **Second Prize** in *National Master of Ceremonies Contest*
- 2018 **Third Prize** in *Informatics Olympic Contest for Student*