

Bùi Huy Giáp

📍 [HCMC, Vietnam](#)

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Education

VNU-HCM University of Science, HCMC, Vietnam
High-quality program, Faculty of Information Technology

2023 - 2027

VNU-HCM High School for the Gifted, HCMC, Vietnam
Honors Class, Computer Science

2020 - 2023

Skills

- ▶ Programming languages: C, C++, JavaScript, TypeScript, Python, Rust
- ▶ Markup languages: HTML/CSS, Markdown, LaTeX
- ▶ Frameworks: PyTorch, React, Svelte, FastAPI, Django, Ruby on Rails
- ▶ Tools: Linux, Git, GitHub, VSCode, (Neo)vim, NixOS
- ▶ Languages: English (fluent, 8.0 IELTS), Vietnamese (native speaker)

Experiences

Robotics & IoT Club HCMUS | Research intern

Jun 2022 - Sep 2022

- ▶ Worked in a 3-month internship program researching about Natural Language Processing with a team of 6 interns.
- ▶ Planned for the development of a full-stack web application for reading stories with AI text-to-speech technology, distributed the workload, and supervised the team's progress.

The Gifted Battlefield | Software engineer, DevOps

Jan 2021 - May 2023

- ▶ Deployed and maintained multiple web applications and made improvements when requirements changed.
- ▶ Collaborated in a student organization department and helped new members get up to speed.

Awards

First place winner | Thach Thuc 2025 academic competition

Apr 2025

- ▶ Secured first place in a faculty-level academic competition, demonstrating extensive knowledge across various fields of computer science.
- ▶ Leveraged strong communication and teamwork abilities to coordinate efforts, ensuring efficient problem-solving and timely completion of challenges.

First place winner | HCMUS CTF 2024

Dec 2024

- ▶ Achieved first place in a highly competitive university-level Capture The Flag (CTF) cybersecurity competition.
- ▶ Collaborated with a team of 4 members to tackle a series of complex challenges across various domains.
- ▶ Showcased expertise in reverse engineering, web exploitation, and AI poisoning.

Publications

- ▶ "Zero-shot Video Retrieval using CLIP with Temporally Ordered Multi-query Scoring", SoICT 2023 ([link](#))
- ▶ "A cross-domain and subject-centric approach towards the memorability prediction task", MediaEval 2023 Workshop ([link](#))

Projects

2048 TDL | Machine Learning, System Programming

May 2022

- ▶ Trained a powerful C++ 2048 AI with a variant of temporal difference learning algorithms.
- ▶ Applied many performance optimization techniques, such as multi-threading, compiler intrinsics, bit manipulation, and template meta-programming, for faster training and inference.

Repalette | Web Development, Image Processing

Jan 2023

- ▶ Built a web application and command-line interface for changing images' color palette to a specific theme.
- ▶ Utilized the browser's native image rendering capability and a WebAssembly module written in C for high performance.
- ▶ Open-sourced the project that garnered significant user engagement and received numerous stars on GitHub.