

# Viet-Tham Huynh | Curriculum Vitae

- **Status:** Master Student of Computer Science at University of Science
- **Skill:** Teamwork, Adobe Photoshop, Adobe Illustrator, Adobe Premiere
- **Tech:** Computer Vision, Unity, Augmented Reality, Virtual Reality, C/C++
- **Loves:** Badminton, Photography, Travel, Jogging



## Education

2022 - 2024	<b>Master student of Computer Science (GPA: 9.0/10.0)</b>	University of Science
2016 - 2021	<b>Student of Information Technology Faculty</b>	University of Science
2013 - 2016	<b>High School Student</b>	KrongBong High School

## Project

2022 - now	<b>EAGER: Crowd-AI Sensing Based Traffic Analysis for HCMC Planning Simulation</b> - National Science Foundation (NSF) under grant number 2025234 - <i>PI: Prof. Tam.V Nguyen</i>
2020 - now	<b>Research and develop application of Artificial Intelligence and Extended Reality for medical diagnosis and treatment</b> - Vietnam National University, Ho Chi Minh City (VNU-HCM) under grant number DS2020-42-01 - <i>PI: Prof. Minh-Triet Tran</i>
2023 - now	<b>Entity recognition from sketch images with ligh-weight network structer</b> - University of Science, VNUHCM under grant number T2023-94 - <i>PI: Viet-Tham Huynh</i>
2022 - 2023	<b>Demonstration and 3D interaction with the model of University of Science's downtown campus</b> - University of Science, VNUHCM under grant number T2022-83 - <i>PI: Viet-Tham Huynh</i>

## Experience

2021 - now	<b>Unity Programming   Researcher at SELab</b>	University of Science
	<ul style="list-style-type: none"><li>➤ Crowd-AI Sensing Based Traffic Analysis for Ho Chi Minh City Planning Simulation</li><li>➤ Interactive system for virtual experiments to support STEM education</li><li>➤ Bus of technology: supporting the learning process of students in the virtual reality environment</li></ul>	
2021 - 2022	<b>Android Application Programming</b>	City Science Lab
	<ul style="list-style-type: none"><li>➤ Building and predicting a new development chain in District 4, District 7 and Tan Thuan District.</li></ul>	
2020 - 2021	<b>Unity Programming</b>	Drone Orange
	<ul style="list-style-type: none"><li>➤ Global Infinity Gallery (<a href="https://youtu.be/JME0yLVICBE">https://youtu.be/JME0yLVICBE</a>)</li><li>➤ Jeju AR Mini Block</li><li>➤ AR Soju Advert Promotion</li></ul>	
2019 - 2020	<b>Unity Programming</b>	University of Science
	<ul style="list-style-type: none"><li>➤ Mixed Reality Application for Education Based on Cloud Computing (<a href="https://youtu.be/OjhUy8F3wD8">https://youtu.be/OjhUy8F3wD8</a>)</li><li>➤ Learning Arduino with Augmented Reality (<a href="https://youtu.be/8A5LcJBPGpQ">https://youtu.be/8A5LcJBPGpQ</a>)</li><li>➤ Virtual Reality in Chemistry</li></ul>	

2016 - 2018      **Use the C/C++ programming language**      University of Science

- » Chess game uses a design pattern
- » Handle problems with Qint large integers

### »»» Publication

- 2023      **Light-weight Sketch Recognition with Knowledge Distillation**-*International Conference on Multimedia Analysis and Pattern Recognition (MAPR) 2023*, **Viet-Tham Huynh**, Tam V.Nguyen, Minh-Triet Tran
- 2023      **MobileNet-SA: Lightweight CNN with Self Attention for Sketch Classification** - *Pacific-Rim Symposium on Image and Video Technology (PSIVT) 2023*, **Viet-Tham Huynh**, Trong-Thuan Nguyen, Tam V.Nguyen, Minh-Triet Tran
- 2022      **Data-Driven City Traffic Planning Simulation** - *2022 IEEE International Symposium on Mixed and Augmented Reality*, DOI: 10.1109/ismar-adjunct57072.2022.00185 CONTRIBUTORS: Tam V. Nguyen; Thanh Ngoc-Dat Tran; **Viet-Tham Huynh**; Bao Truong; Minh-Quan Le; Mohit Kumavat; Vatsa S. Patel; Mai-Khiem Tran; Minh-Triet Tran.
- 2022      **Chemisim: A Web-based VR Simulator for Chemistry Experiments** - *2022 IEEE International Symposium on Mixed and Augmented Reality* DOI: 10.1109/ismar-adjunct57072.2022.00183 CONTRIBUTORS: Hoang-Minh Le; Gia-Huy Nguyen; **Viet-Tham Huynh**; Minh-Kha Le; Minh-Triet Tran; Tam V. Nguyen; Thanh Ngoc-Dat Tran.
- 2023      **TextANIMAR: Text-based 3D animal fine-grained retrieval**-*Computers & Graphics, 2023-11* | Journal article, DOI: 10.1016/j.cag.2023.07.026 CONTRIBUTORS: Trung-Nghia Le; Tam V. Nguyen; Minh-Quan Le; Trong-Thuan Nguyen; **Viet-Tham Huynh**; Trong-Le Do; Khanh-Duy Le; Mai-Khiem Tran; Nhat Hoang-Xuan; Thang-Long Nguyen-Ho et al.
- 2023      **SketchANIMAR: Sketch-based 3D animal fine-grained retrieval**-*Computers & Graphics, 2023-11* | Journal article, DOI: 10.1016/j.cag.2023.07.035 CONTRIBUTORS: Trung-Nghia Le; Tam V. Nguyen; Minh-Quan Le; Trong-Thuan Nguyen; **Viet-Tham Huynh**; Trong-Le Do; Khanh-Duy Le; Mai-Khiem Tran; Nhat Hoang-Xuan; Thang-Long Nguyen-Ho et al.

### »»» Achievement

- 2022 - 2023      **Toshiba Scholarship for excellence master student**      Toshiba Corporation
- 11 / 2020      **Software Copyright: Virtual reality system to support online training**      Vietnam Copyright
- 10 / 2020      **Award** - National Student Scientific Research Award – Euréka      Ho Chi Minh City
- 07 / 2019      **Certificate of support for Massive Open Online Course (MOOC) Web Programming**      The U.S. Consulate General
- 04 / 2019      **Award** - Competition for Technical Creativity      Ho Chi Minh City
- 01 / 2019      **First prize** - Digital Race: Driverless      FPT Corporate
- 2018      **Certificate of contribution in facilitating the Robotics Club at American Center**      The U.S. Consulate General

### »»» Reference

- University of Science      **Associate Professor Minh-Triet Tran**      [tmtriet@fit.hcmus.edu.vn](mailto:tmtriet@fit.hcmus.edu.vn)
- University of Dayton      **Associate Professor Tam V.Nguyen**      [tamnguyen@udayton.edu](mailto:tamnguyen@udayton.edu)
- The Univeristy of Tokyo      **Project Assistant Professor Minh-Duc Vo**      [vmduc.work@gmail.com](mailto:vmduc.work@gmail.com)