# Le Nguyen

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## Summary

I am interested in Bayesian Machine Learning, Mechanistic Interpretability and Compiler. Additionally, you can check my blog for more comprehensive notes and articles on some of the aforementioned topics.

## Education

**VNUHCM - University of Science** September 2021 - September 2025
*Bachelor of Science in Artificial Intelligence* *Current GPA: 8.2/10.0 (2024)*

## Relevant Coursework

**Courses:** Object-Oriented Programming, Algorithms and Data Structures, Calculus I & II, Linear Algebra, Probability and Statistics, Discrete Mathematics I & II, Programming for AI, Mathematics for AI, Software Engineering for AI, Introduction to Machine Learning, Introduction to Deep Learning, Introduction to Natural Language Processing, Data Mining and Applications, Computer Vision.

## Works

**Bosch Global Software Technologies Vietnam** August 2024 - February 2025
*AI Engineer Intern* *Ho Chi Minh City, Vietnam*

## Projects

**Bobo Library** | *NextJS, React* June 2024

- Team size: 6. Built this for CSC10011 - Software Engineering for AI class.
- I was lead front-end and project manager. Set up Scrum model (Jira) for my team.
- Implemented multiple features including role-based authentication, login, form and more.
- Showcase.

**Road Image Segmentation** | *Pytorch* May 2024

- Team size: 3. Built this for CSC16004 - Computer Vision class.
- Studied about different architectures and models used in this field. Implemented U-Net, Attention-UNet in PyTorch.
- Showcase.

**MNIST Neural Network** | *C++* July 2024

- Built a fully-connected neural network from scratch with C++ without any libraries or frameworks to classify MNIST dataset.
- Can be trained with Stochastic Gradient Descent algorithm and can have arbitrary hidden layer.
- Showcase.

**Other projects** 2024

- My Blog, built with NextJS and MDX. Source code.

## Certification

**TOEIC Reading & Listening** | *Score: 870 (L: 455, R: 415)* April 2024
**TOEIC Speaking & Writing** | *Score: 320 (S: 150, W: 170)* August 2024

## Achievements

**Consolation prize in GameUIT Hackathon 2022** | *Role: Game Designer* 2022

## Skills

**Languages**: C++, Python, Typescript, LaTeX
**Tools**: Git/GitHub, Unix Shell
**Frameworks (Software)**: NextJS, TailwindCSS, OpenGL
**Frameworks (Machine Learning)**: Pytorch, scikit-learn