ANH VU LUONG

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Github: https://github.com/vu-luong

Work Experience

Young Monkeys Organization   **Open source**

Core contributor   *Apr 2021 - present*

- Integrate GraphQL module for ezyhttp – a Java Web Framework supporting http interactions
- Develop ezyfox-server – a Java socket server (include SSL) supports for realtime game, MMORPG, message, chat and streaming data with TCP, UDP and WebSocket protocols
- Develop and maintain ezyfox-boot that automatically configures ezyfox-server and 3rd party libraries whenever possible
- Develop MMO components for game-box, a online-game library based on ezyfox-server

EDOC2021 Conference   **Australia**

Web Chair   *Sep 2020 – present*

- Build and maintain the EDOC2021 website
- Use GatsbyJS to generate a static HTML site, resulting in a fast and smooth experience for users

Alan Liew's Lab, Griffith University   **Australia**

Research Assistant   *Nov 2016 – present*

- Develop state-of-the-art models for incremental learning and ensemble learning to deal with extremely high-speed streaming data
- Use PyTorch, Tensorflow, and MOA library to implement models; use Scikit-learn, Pandas to process data

Scoville Co., Ltd., Japan   **Remote**

Part-time Machine Learning Engineer   *Sep 2018 – Dec 2018*

- Research and develop Smart Gym to assist fitness training and detect pose violations
- Use YOLOv3 for object detection, CNN for face detection, CSRT for object tracking, RNN for counting machine usages, and wrong pose detection
- Tools and languages: Tensorflow, PyTorch, Keras, OpenCV, Django

NetLoading Ltd.   **Vietnam**

Part-time Software Engineer   *Feb 2016 – Oct 2016*

- Build the platform Netloading for intercity freight connection and transportation
- Use Java to build the Android application; use NodeJS and MySQL to build the backend

Zitga Studio   **Vietnam**

Part-time Game Developer   *Nov 2015 – May 2016*

- Develop mobile games using Cocos2dx (C++) and Unity3D (C#)
- Build Stickman Quest with **500,000+ downloads** on Google Play; use Unity3D to build the gameplay; use behavior tree and heuristics to build AI modules
- Build Brain Games – 20 Puzzle with 50,000+ downloads on Google Play; use Cocos2dx to build the gameplay

Selected Independent Projects

Android PDF digital signature – Open-source project

- Develop an Android application to sign PDF files with p12 or pfx certificates
- Modify the itextpdf library to make it compatible with the Android environment

The Central Rescue Information System – Open-source project

- A crowdsourcing platform that helps volunteers collect, validate, and input data about families that are in danger due to floods in the central region of Vietnam

- Contributions to fix front-end issues

Skills

Programming Languages: Proficient in Java, Python; familiar with C#, C++, and JavaScript; previously used MATLAB, R

Technologies: Experienced with Git, DeepLearning frameworks (Pytorch, Tensorflow), MOA, Java Spring, Android, Unix/Linux, MERN stack, Google Cloud Platform, Vim

Honors and Awards

Third Prize in Scientific Research Contest for Excellent Students
- Awarded by School of Applied Mathematics & Informatics (HUST)   2018

First Prize in Google Developer Group Mini Hackathon
- Awarded by GDG Hanoi Community   2017

Second Prize in International Collegiate Programming Contest – Southeast Asia Region (ACM/ICPC ASIA HCMC)
- Awarded by Vietnam Association for Information Processing   2017

Third Prize in HUST Olympiad of Informatics
- Awarded by Hanoi University of Science and Technology   2016

Third Prize in Vietnam Olympiad of Informatics
- Awarded by the ministry of education and training (Vietnam)   2013

Scholarships

Griffith University Postgraduate Research Scholarship and Griffith University International Postgraduate Research Scholarship
- Awarded by Griffith University for PhD study   2019 – 2022

Talent Program's scholarship for the best students
- Awarded by Hanoi University of Science and Technology   2014 – 2015

Education

Griffith University	**Australia**
PhD in Computer Science	*Feb 2019 – present*
Hanoi University of Science and Technology	**Vietnam**
Degree of Engineer in Applied Mathematics and Informatics	*Sep 2013 – Aug 2018*

Publications

Google Scholar Profile: 6 peer-reviewed journal papers, 7 conference papers – 86 citations

Highlights:
- **Luong, A. V.,** Nguyen, T. T., Liew, A. W. C., Wang, S. (2020) Heterogeneous Ensemble Selection for Evolving Data Streams. Pattern Recognition, 107743
- **Luong, A. V.,** Vu, T. H., Nguyen, P. M., Van Pham, N., McCall, J., Liew, A. W. C., & Nguyen, T. T. (2020, November). A Homogeneous-Heterogeneous Ensemble of Classifiers. In International Conference on Neural Information Processing (pp. 251-259). Springer, Cham
- **Luong, A. V.,** Nguyen, T. T., Pham, X. C., Nguyen, T. T. T., Liew, A. W. C., Stantic, B. (2018) Automatic Image Region Annotation by Genetic Algorithm-Based Joint Classifier and Feature Selection in Ensemble System. In: Intelligent Information and Database Systems. ACIIDS 2018. Lecture Notes in Computer Science, vol 10751