

## Résumé

# Yen-Thanh Le

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## Summary

My goal is to be an excellent programmer in the future, create wonderful applications that make people life better. I have skills in coding, especially in algorithms and complexity. I have been qualified and participated in the ACM-ICPC World Finals for 2 times (in 2014 and 2016).

## Skills

- Algorithms skill, Solving Problems, Competitive Programming (expert).
- Programming language: Java (expert), C/C++ (proficient), ObjC, Javascript, Python, C#, VB.NET, VB6, SQL (prior experience)
- Mobile development: Android (expert), iOS (proficient), Windows Phone (prior experience).
- Web development: AngularJS (prior experience).
- Backend programming: NodeJS (prior experience), mongoDB (prior experience), ASP.NET (prior experience).
- Game Development: Unity (prior experience).
- BigData with Hadoop/Spark (prior experience).
- Machine learning (prior experience).
- Teamwork (leader of my ACM/ICPC team).

## Achievements

- ACM – ICPC World Finalist x2 (2016, 2014)
- First Prize at the ACM – ICPC Asia Regional round x2 (2015, 2013), Second Prize in 2012.
- First Prize at the ACM – ICPC Vietnam National round x4 (2015, 2014, 2013, 2012).
- Champion of the Vietnam Olympiad of Informatics for College Student Individual Contest 2013, Runner Up in 2014.

- Winner (First Prize with highest score) of the Vietnam Olympiad of Informatics for High-school Student Individual Contest 2012.
- Vietnam National Honor Prize in Informatics 2013.
- Ho Chi Minh City Honor Prize in Informatics 2014.
- Special Prize at the Software Development Contest for College Students, Ho Chi Minh City 2014, First Prize in 2013.
- First Prize at the National Android Software Development Contest 2014.
- Rank 200<sup>th</sup> in Round 2 of Google Codejam 2016.
- Rank 115<sup>th</sup> in Round 2 of Facebook Hackercup 2016.

## Education

*Bachelor's degree*      *Ho Chi Minh University of Science*      *2012-2017*

- Studying Advanced Program in Computer Science.

## Working Experience

*Software Engineer, Intern*      *Misfit Wearables*      *Summer 2014*

*"Misfit Wearables, also known as Misfit, is a hardware company that designs and manufactures wearable products that utilize sensor technology"*

- Work with Science team: Translates Matlab codes to C++, Obj-C. Writes code for testing team's researches algorithm.
- Work with iOS team: Develops application from researches of Science team.

*Software Engineer, Intern*      *VNG*      *Summer 2015*

*"VNG is one of the biggest internet companies in Vietnam. It has many popular products that widely used by Vietnamese people"*

- Work in iOS team of Zalo application – an OTT application with over 30 million users – one of the main products of VNG.

*Software Engineer, Intern*      *Google*      *Summer 2016*

*Work at the Googleplex - Google Headquarter in Mountain View.*

- Work in Google Identity team. Build a new update for Authenticator app, which is one of the first party apps from Google with more than 10 million users.
- Propose and build prototype for a new login mechanism.

## Research Experience

*Papers which have been accepted at the conferences:*

- Paper: “Applying Saliency-based Region of Interest Detection in Developing a Collaborative Active Learning System with Augmented Reality” at HCI International 2014 (<http://www.hcii2014.org>).
- Paper: “Essential Keypoints to Enhance Visual Object Recognition with Saliency-based Metrics” at ICARCV 2014 - The 13th International Conference on Control, Automation, Robotics and Vision (<http://www.icarcv.org/2014>)

## Own Projects

- **BusMap<sup>1</sup>(2013 - Now):** A smart bus map in Ho Chi Minh city, available on Android, iOS, WindowsPhone and Web. The application got the First Prize at the Software Development Contest for College Students in 2013 and the First Prize at the National Android Software Development Contest in 2014. The application is also supported by the Ho Chi Minh Department of Transportation to deploy many useful features to users. BusMap currently has more than 200.000 users in Ho Chi Minh city.
- **Smart Interactive Museum (2014):** a prototype design for museum with purpose to help people feel excited when visiting the museum. A system with Interactive Surface (Programming with Kinect) and Interactive Videos (Computer Vision algorithm). The project got the Special Prize at the Software Development Contest for College Students in 2014.

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<sup>1</sup> <http://busmap.vn/>