

# Phong Tran

Email: tranthephong33@gmail.com  
website: <https://p0lyfish.github.io>

## EDUCATION

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- **Mohamed bin Zayed University of Artificial Intelligence** 2022 - present
  - Currently pursuing Doctor of Philosophy in Computer Vision.
- **University of Engineering and Technology** 2019 - 2022
  - B.S.E. in Computer Science.
  - Graduated one year early.
- **Nguyen Du High school for gifted students** Dak Lak, 2016 - 2019
  - Informatics specialized student

## ACHIVEMENTS & PUBLICATIONS

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- **Third, and first prizes in the Vietnamese national Olympiad in Informatics**
  - An annual programming contest about algorithms and programming held by the Ministry of Education and Training of Vietnam for Vietnamese high-school students.  
[Link to the contest.](#)
  - Ranked 1<sup>st</sup> in 2019.
- **Participating in many ACM-ICPC Contests**
  - ACM-ICPC is an annual multi-tiered competitive programming competition among the universities of the world. [Link to the contest](#)
  - Ranked 8<sup>th</sup> and 6<sup>th</sup> in Vietnam Regional ACM-ICPC Contest 2021 and 2022 respectively.
  - Ranked 21<sup>th</sup> in Thailan Regional Contest 2020.
- **Published papers at top tie conferences**
  - [VOODOO 3D: VOlumetric pOrtrait Disentanglement fOr Online 3D head reenactment](#), CVPR'24
  - [Blur2Blur: Blur Conversion for Unsupervised Image Deblurring on Unknown Domains](#), CVPR'24
  - [HyperCUT: Video Sequence from a Single Blurry Image using Unsupervised Ordering](#), CVPR'23
  - [QC-StyleGAN - Quality Controllable Image Generation and Manipulation](#), NeurIPS'22.
  - [Transferability Between Regression Tasks](#), UAI'23.
  - [Exploring Image Deblurring via Encoded Blur Kernel Space](#), CVPR'21.
- **Patents**
  - FACE-AWARE OFFSET CALCULATION MODULE AND METHOD FOR FACIAL FRAME INTERPOLATION AND ENHANCEMENT AND A FACE VIDEO DEBLURRING SYSTEM AND METHOD USING THE SAMEFACE-AWARE OFFSET CALCULATION MODULE AND METHOD FOR FACIAL FRAME INTERPOLATION AND ENHANCEMENT AND A FACE VIDEO DEBLURRING SYSTEM AND METHOD USING THE SAME US 20220067886 A1 · Issued Sep 1, 2020

## SKILLS

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- **Good problem solving skills and algorithm & data structures knowledge**
  - Achieved many competitive programming awards.
- **Frameworks used**
  - Pytorch, Pytorch Lightning, OpenGL
- **Programming languages used**
  - C++, Python

- **Research skills**

- Worked for three years at VinAI Research in the field of Blind Image Deblurring, resulted in many papers at top-tier conferences.
- Second year Ph.D. student at MBZUAI Metaverse Lab, under supervision of Dr. Hao Li. Working on Neural Avatar Generation.

## INTEREST

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- Studying deeply fields of Artificial Intelligent, especially Computer Vision.
- Constructing novel ideas and making useful products
- Solving challenging problems required mathematics and algorithms.
- Watching (good) movies

## EXPERIENCE

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- Second year PhD Student at MBZUAI 2022 - present
- Reviewer at top-tier conferences, e.g. ICCV, CVPR, ECCV, WACV. 2021 - present
- Teacher assistant for **3D Geometry Processing** course (CV804) at MBZUAI. Built OpenGL homeworks and solutions. 2024
- Teacher assistant for **Advanced 3D Computer Vision** course (CV702) at MBZUAI 2023
- VinAI Residency Internship 2019 - 2022

## LANGUAGE PROFICIENCY

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English (**IELTS 7.5**) and Vietnamese (native).