

CURRICULUM VITAE

Bui The Duy

Date of birth : May 5, 1978
Gender : Male
Nationality : Vietnamese
Address : Ministry of Science and technology of the socialist republic of Viet Nam
113 Tran Duy Hung – Cau Giay – Hanoi - Vietnam
Position : Deputy Minister
Website : www.most.gov.vn
Tel. : + 84 904 222 844
Fax. : + 84 43 7547460
Email : btduy@most.gov.vn

EDUCATION:

- **1998-2000:** Bachelor's degree in Computer Science, Wollongong University, Australia
- **2001-2004:** PhD in Computer Science, Twente University, Netherland

PROFESSIONAL EXPERIENCES:

2004-2014: Lecturer, School of Information Technology; Deputy Head, Department of Communication and Computer Network; Head, Human-Computer Interaction laboratory; Head, Department of Information Technology, School of Technology, Vietnam National University in Hanoi.

2014-4/2018: Chief of Office, Ministry of Science and Technology

4/2018-present: Deputy Minister of Science and Technology

RESEARCH INTERESTS:

- Artificial intelligence
- Machine learning, pattern recognition
- Human – computer interaction
- 3D animation
- Emotional intelligence trait model

SUPERVISOR EXPERIENCES:

Supervisors/co-supervisors of 8 Master students and many BSc students.

- Completed 02 scientific researches at university-level, Vietnam National University
- Completed 01 research in basic science at ministerial level, Ministry of Science and Technology
- Published 01 article in international scientific journal (SCI-index), 04 articles in domestic scientific journals, 26 papers in international conference proceedings, 01 paper in domestic conference proceedings.
- Published 03 books.

JOURNAL PUBLICATIONS: More than 100 international journals

Selected publications in last ten years

No.	Title of research paper	No. of authors	Name of journals, proceedings	Page	Publication year
1	On combining the facial movements ò talking head	4	Proceeding Measuring Behavior 2005, Noldus Information Technology, The Netherlands	19-22	2005
2	Recognition of Vietnamese sign language using MEMS accelerometers	2	Proceedings ICST 2005, 1st International Conference on Sensing Technology, New Zealand, 2005	118-122	2005
3	Probabilistic Multi-agent Planning	1	Proceedings of CIRAS 2005, Third International Conference on Computational Intelligence, Robotics and Autonomous Systems, Singapore, 2005	CD Proceedings	2005
4	Multimedia enabled 3D learning environment to enhance electronic lessons	2	Special Issue of Studia Infomatica Universalis (Proceedings RIVF 2006, IEE International Conference on Research, Innovation and Vision for the Future, Vietnam)	1-5	2006
5	A PDA-based Traveling Assistant Agent	2	Proceedings the first International Conference on Mobile Computing, Communications and Applications 2006, Kprea.	65-69	2006
6	Applying AL techniques for transferring 3D facial animation	1	Proceedings the first International Conference on Theories and Applications of Computer Science, Vietnam, World Scientifle Publishing Singapore, ISBN 978-981-207-063-6	135-149	2006
7	Error control in real-time video transmission over wireless network	3	Proceedings National Conference 2006: Selected issues in information technology, Hai Phong	200-209	2006

8	Towards building up anm-World	2	Proceedings Japan-Vietnam Workshop on Software Engineering 2006	74-85	2006
9	Recognizing postures in Vietnamese Sign Language with MEMS accelerometers	2	IEEE Sensors Journal	707-712	2007
10	Classifying Online Handwriting Characters under Cosine Representantion	1	IEEE Computer Society (Proceedings the 6 th International Conference on Advanced Language Processing and WSB Information Technology, China)	206-211	2007
11	A 3D Conversational Agent for Presenting Digital Information for Deaf Peopel	3	Lecture Notes ò Artificial Intelligence, Springer Verlag (Proceedings 10 th Pacific Rim International Coference on Multi-Agents, Thailand)	319-328	2007
12	When and How to Smile: Emotional Expression for 3D Conversational Agents	2	Lecture Notes of Artificial Interlligence, Springer Verlag (Proceedings 10 th Pacific Rim International Conference on Multi-Agents, Thailand)	349-358	2007
13	Towards building 3D model of Vietnam National University from video sequences	2	Science Magazine (Mathematics – Physics), Vietnam National University	210-220	2007
14	A process of building 3D models from images	2	Science Magazine (Mathematics – Physics), Vietnam National University	9-14	2007
15	Near- Duplicates Detection for Vietnamese Documents In Large Database	3	IEEE Computer Society (Proceedings the 7 th International Conference on Advanced Language Processing and web Information Technology, China)	70-75	2008
16	Recognizing Vietnamese Online Handwritten Separated Characters	2	IEEE Computer Society (Proceedings the 7 th International Conference on Advanced Language	279-286	2008

			Processing and web Information Technology, China		
17	A fast and distortion tolerant hashing for fingerprint indexing	2	Advances in Soft Computing Series, Springer Verlag (Proceedings, International Workshop on Computational Intelligence in Security for Information Systems CISIS 2008, Italy)	266-273	2008
18	On the Problem of Classifying Vietnamese Online Handwritten Characters ICARCV 2008	2	IEEE Computer Society (Proceedings 10 th International Conference on Control, Automation, Robotics and Vision, Vietnam)	803-808	2008
19	A Codeword- based Indexing Scheme for Web Page Content	2	IEEE Computer Society (Proceedings 10 th International Conference on Control, Automation, Robotics and Vision, Vietnam)	1352-1356	2008
20	A Fast Approach to Automatic Detection of Web Page Content	4	Science Magazine (Natural Science and Technology), Vietnam National University	75-81	2008
21	A new framework for automated gesture segmentation in Vietnamese sign language	2	Science Magazine (Natural Science and Technology), Vietnam National University	82-89	2008
22	Dividing Agents on the Grid for Large Scale Simulation	3	Lecture Notes of Artificial Intelligence, Springer Verlag (Proceedings 11 th Pacific Rim International Conference on Multi-Agents, Vietnam)	222-230	2008
23	Supervising an unsupervised neural network	3	IEEE Computer Society (Proceedings First Asian Conference and Database Systems, Vietnam)	307-312	2009
24	Generation of facial expressions from emotion using a fuzzy	4	Lecture Notes in Artificial Intelligence, Springer Verlag	83-94	2001

	rule based system		(Proceedings 14 th Australian Joint Conference on Artificial Intelligence, Australian)		
25	ParleE: An adaptive plan-based event appraisal model of emotions	4	Lecture Notes in Computer Science, Springer Verlag (Proceedings 25 th German Conference on Artificial Intelligence, Germany)	129-143	2002
26	Improvements on a simple muscle-based 3D face for realistic facial expressions	3	IEEE Computer Society (Proceedings 16 th International Conference on Computer Animation and Social Agents, USA)	33-40	2003
27	Exporting vector muscles for facial animation	4	Lecture Notes in Computer Science, Springer Verlag (Proceedings International Symposium on Smart Graphics 2003, Germany)	251-260	2003
28	Automatic face morphing for transferring facial animation	4	Proceedings 6 th IASTED International Conference on Computers, Graphics, and Imaging, USA, ACTA Press, ISBN 0-88986-376-8	19-24	2003
29	Multi- Agent Planning with Planning Graph	2	Proceedings Europran Symposium on Intelligent Technologies, Hybrid Systems and Their Implementation on Smart Adaptive Systems 2003, Oulu, Finland	558-565	2003
30	How an Emotional Agent Acts in a Multi-Agent Environment	2	Proceedings Second Int. Conference on Computational Intelligence, Robotics and Automomous Systems, Singapore, 2003.	CD Proceedings	2003
31	Combination of facial movements on a 3D talking head	3	IEEE Computer Society (Proceedings Computer Graphics International 2004, Greece)	284-291	2004

32	Buiding embodied agents that express emotions: A football supporter as an example	3	Proceedings 17 th annual conference on Computer Animation and Social Agents, Switzerland, Computer Graphics Society	27-34	2004
----	---	---	--	-------	------

Hobbies:

- Swimming
- Table tennis
- Watching/playing football