PHD STUDENT · 3D COMPUTER VISION · ROBOTICS PERCEPTION

A-611, 2 Chome-2, Aomi, Koto City, Tokyo, Japan, 135-0064

"Maybe it's not about getting up. Maybe it's about stumbling. Stumbling in the right direction."

Summary

An enthusiastic graduate student with passion for 3D computer vision / robotics perception, and hands-on robotics simulation. My current research interests are underwater visual SLAM, sensor fusion (camera-sonar, camera-lidar). I enjoy taking on challenging tasks and growing up with colleagues around me. That's why I record and share my projects, curiosities and findings on Github and Technical Blog.

Education

Shibaura Institute of Technology

Tokyo, Japan

from Oct. 2023

PhD. IN FUNCTIONAL CONTROL SYSTEMS

- Teaching Assistant (Oct. 2023 present)
- · Research on Underwater Visual SLAM
- · Focus on camera-sonar sensor fusion, underwater visual odometry, underwater image enhancement

Shibaura Institute of Technology

Tokyo, Japan

MSc. in Global Course of Engineering and Science

Oct. 2021 - Sep. 2023

- Teaching Assistant (Oct. 2022 Jul. 2023)
- · Research on Light Field image, multiple-view geometry
- Focus on graph-based Light Field image compression

Hanoi University of Science and Technology

Hanoi, Vietnam

BSc. IN COMPUTER SCIENCE

Sep. 2016 - Aug. 2021

- Teaching Assistant (Mar. 2020 Sep. 2020)
- Research on learning-based network intrusion detection & prevention

Chu Van An High School

Hanoi, Vietnam

Sep. 2013 - June. 2016

GIFTED PROGRAM WITH MAJOR IN PHYSICS

Honors & Awards

AWARDS

2022	Best Presentation , competition organized by the Network Research Unit of Shibaura Institute of Technology	Tokyo, Japan
Oct. 2022	Best Group Presentation, Global Project Based Learning on Internet of Things (gPBL on IOT)	Hanoi, Vietnam
2019	2nd Place, WhiteHat Wargame 2019 (CTF competition)	Hanoi, Vietnam
2019	3rd Place , SVATTT 2019 final (CTF competition)	Hanoi, Vietnam

Honors

2023	Japanese Government (MEXT) scholarship (full tuition + monthly support), for Doctoral study	Tokyo, Japan
2021	Japanese Government (MEXT) scholarship (full tuition + monthly support), for Master study	Tokyo, Japan
2016	Top 25 nationally , University Entrance Tests' overall score: 27.53 / 30 (Math: 9 / 10, Physics: 9 / 10, English:	Hanoi, Vietnam
2010	9.53 / 10)	rianoi, vietriani

Work Experience_

CyStack Corp. Hanoi, Vietnam

SECURITY RESEARCHER & DEVELOPER

Jul. 2018 - Oct. 2020

- Software pentester: exploiting Stack / Format string / Heap vulnerabilities, fuzzing (AFL), malware analysing
- Participating in CTF (capture-the-flag) competitions: Binary Exploit (pwn), Reverse, Forensics
- Multi-platform Endpoint product (system monitoring & protection): developing software/firmware (C++), implemeting API microservices, integrating with AWS (EC2, S3)

PilotCity Inc.

United States (remote)

 Internship
 Aug. 2022 - April. 2023

- Research GPT models, prompt engineering, develop front-end (VueJS)
- · Build "project scoper" tool: generate detailed project scopes based on user-defined objectives, actions, deliverables, users
- Build "automate setup": automate all steps of creating project, receiving only company's website link, then crawling company's basic infomation using Apollo.io tool, and auto-filling suitable steps

Skills_

Programming / Debugging Python, C++/C, Matlab **Computer Vision & Deep Learning** OpenCV, Pytorch

DevOps ROS2, Git, Docker, Heroku, AWS

Simulation Tools Gazebo, RViz2, HoloOcean (Unreal Engine)

Languages English, Vietnamese

Projects & Writing

Technical Blog Online

BACHZZ.GITHUB.IO from 2024

Deploy Renderable Neural Radiance Map (RNR-Map, trained in Habitat simulator) into Gazebo + ROS2 environment for Visual Navigation (Image-Goal)

IMPLEMENTING & WRITING
May. 2025

Online

Online

Online

Hanoi, Vietnam

Hanoi, Vietnam

Vectorized implementation for Mutual Information -based Camera-Lidar extrinsic calibration

IMPLEMENTING & WRITING

Mar. 2025

Implement Visual-Sonar SLAM (monocular ORB-SLAM2 + sonar) in HoloOcean simulation

IMPLEMENTING & WRITING Feb. 2025

Global Project Based Learning on Internet of Things (gPBL on IoT), organized by Shibaura Institute of Technology, and Hanoi University of Science and Technology

Participant Oct. 2022

• Improve eye blinking detection model for mind wandering prevention

• Develop web app for real time demo of mind wandering prediction

Global Project Based Learning on Robotics (gPBL on Robotics), organized by Shibaura Institute of Technology, and Hanoi University of Science and Technology

Participant Nov. 2018

• Develop Line-Tracing Robot

• Develop Voice controlled & Interactive Robot

Publications

2023

INTERNATIONAL JOURNAL

"Underwater Image Enhancement with Physical-based Denoising Diffusion Implicit Models",

2024 Nguyen Gia Bach, Tran Minh Chanh, Nguyen Duc Tho, Phan Xuan Tan, and Eiji Kamioka; journal: Journal of Image and Graphics

"Super-rays grouping scheme and novel coding architecture for computational time reduction of graph-based Light Field coding", Nguyen Gia Bach, Tran Minh Chanh, Nguyen Duc Tho, Phan Xuan Tan, and Eiji Kamioka; journal: Journal of Image and Graphics

"Novel Projection Schemes for Graph-Based Light Field Coding", Nguyen Gia Bach, Tran Minh Chanh, Nguyen Duc Tho, Phan Xuan Tan, and Eiji Kamioka; journal: Sensors

"Improvement of K-nearest Neighbors (KNN) Algorithm for Network Intrusion Detection Using
Shannon-Entropy", Nguyen Gia Bach, Le Huy Hoang, Tran Hoang Hai; journal: Journal of Communications

INTERNATIONAL CONFERENCES

"Attenuation-Aware Weighted Optical Flow with Medium Transmission Map for Learning-based Visual Odometry in Underwater terrain", Nguyen Gia Bach, Tran Minh Chanh, Eiji Kamioka, and Phan Xuan Tan; conference: IEEE 7th International Conference on Multimedia Information Processing and Retrieval (MIPR

San Jose, USA

"Message Passing Neural Network based Light Field Image Compression", Nguyen Gia Bach, Tran Minh
 Chanh, Nguyen Duc Tho, Phan Xuan Tan, and Eiji Kamioka; conference: IEEE 6th International Conference on Multimedia Information Processing and Retrieval (MIPR 2023)

2024

Singapore