Last updated: October 2026

Huy Vo Hoang

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Website ↗ | GitHub ↗ | LinkedIn ↗ | ORCID ↗

Education

Ho Chi Minh City University of Technology – VNU-HCM 2022 – 2026
Bachelor of Engineering in Computer Science (Honors Program) *GPA: 3.7/4.0* *Official graduation: Nov 2026*

Thesis *Leveraging Knowledge Graphs and Graph-Based Deep Learning Models for Recommendation Systems* | Grade: 9.4/10 | Supervisor: Assoc. Prof. Dr. Thoai Nam

Research Interests Computer Vision, Graph Neural Networks (GNNs), Recommendation Systems

Honors & Scholarships

Enterprise Connection Scholarship, Vietnam National University – Ho Chi Minh City 2025
Comprehensive Excellence Student Award (Academic Year 2024–2025) 2025
VNU-level Comprehensive Excellence Student Award (Five Core Aspects) 2023

Publication

Knowledge-Aware Intent-Guided Subgraph Sampling for Recommendation
Trung-Tin Ta, Hoang-Huy Vo, Nam Thoai. *Proceedings of the 10th APWeb-WAIM International Joint Conference on Web and Big Data (APWeb-WAIM 2026)*, Da Nang, Vietnam, 2026. [Paper] ↗

Experience

Cake Digital Bank Jan 2026 – Present
Associate AI Engineer *Jul 2026 – Present*

- Develop the flash-based liveness detection model, protecting the bank's biometric eKYC/authentication flow against injection attacks.

AI Engineer Intern *Jan 2026 – Jul 2026*

- Researched flash liveness approaches, which analyze how a face reflects screen-emitted color/light to distinguish genuine captures from fake ones.
- Built a data pipeline processing **6–7K liveness videos per day** to extract flash-sequence data and its characteristics for model training and error analysis.
- Delivered a proof-of-concept demo integrating the model into the application flow.

HPC Lab, Ho Chi Minh City University of Technology Sep 2024 – May 2026
Research Assistant – Graph-based Recommendation Systems *Supervisor: Assoc. Prof. Dr. Thoai Nam*

- Researched graph neural network methods for knowledge-graph-based recommendation, focusing on inductive learning and subgraph reasoning.
- Developed a knowledge-aware, intent-guided subgraph sampling framework for KG-based recommenders, published as a full paper at **APWeb-WAIM 2026**.

GOSU Jun 2025 – Aug 2025
AI Engineer Intern *Ho Chi Minh City*

- Applied clustering algorithms to segment players by engagement metrics, including spending level, playtime and in-game activity.
- Presented internal seminars on machine learning fundamentals (supervised learning, clustering) to support team learning and technical discussion.

Awards & Competitions

Third Prize – AI Technical Contest 2025: Small Language Model Challenge *(HyHy Team)* Dec 2025
UIT Data Science Challenge 2025 – LLM Hallucination Detection *(VNU-Dehallucinater Team)* Sep 2025

SKILLS

Programming	Python, C/C++, R
AI/ML	PyTorch, Hugging Face Transformers, scikit-learn, OpenCV
Tools & OS	Docker, Git, LaTeX, Markdown; Linux, macOS, Windows
Languages	English (fluent), Vietnamese (native)