

## CURRICULUM VITAE

### Vinh T. Nguyen

Doctor of Philosophy

University of Information and Communication Technology

Quyet Thang, Thai Nguyen City

Scopus Author ID: [57210589113](#)

Email: [vinhnt@ictu.edu.vn](mailto:vinhnt@ictu.edu.vn)

Web: <http://vinhnt.ictu.edu.vn/>

Phone: (+84)944.550.550

ORCID: 0000-0002-1300-3943

#### (a) Education & Training

Texas Tech University	Lubbock, TX, USA	Computer Science	Ph.D, 2017-2020
Oklahoma State University	Stillwater, OK, USA	Computer Science	MS., 2011-2013
Vietnam National University	Hanoi, VN	Computer Science	B.A., 2003-2007
Batangas State University	Alangilan, PH	English	Certificate, 2009-2010

#### (b) Research & Professional Experience

2017 – 2020 Research Assistant, Texas Tech University

2009 – 2017 Staff, Thai Nguyen University

2008 – 2009 Developer, Starsoft Software Company

2007 – 2008 Developer, FPT Software Company

#### (c) Publications (Scopus Indexed)

##### *Feature publications*

1. Vinh T. Nguyen, Kwanghee Jung, and Tommy Dang, Revisiting common pitfalls in graphical representations utilizing a case-based learning approach, in *Proceedings of the 13th International Symposium on Visual Information Communication and Interaction, VINCI '20* (Association for Computing Machinery, New York, NY, USA, 2020).
2. Vinh T. Nguyen, Kwanghee Jung, and Tommy Dang, Blocklyr: A visual programming interface for creating augmented reality experiences, *Electronics* **9**, 1205 (2020).
3. Vinh T. Nguyen, Yuanlin Zhang, Kwanghee Jung, Wanli Xing, and Tommy Dang, Vrasp: A virtual reality environment for learning answer set programming, in *International Symposium on Practical Aspects of Declarative Languages* (Springer, 2020) pp. 82–91.
4. V. T. Nguyen, K. Jung, and T. Dang, Creating virtual reality and augmented reality development in classroom: Is it a hype?, in *2019 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)* (2019) pp. 212–2125.
5. V. T. Nguyen, K. Jung, and T. Dang, Vrescuer: A virtual reality application for disaster response training, in *2019 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)* (2019) pp. 199–1993.
6. V. T. Nguyen, K. Jung, S. Yoo, S. Kim, S. Park, and M. Currie, Civil war battlefield experience: Historical event simulation using augmented reality technology, in *2019 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)* (2019) pp. 294–2943.
7. V. T. Nguyen, K. Jung, and T. Dang, Dronevr: A web virtual reality simulator for drone operator, in *2019 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)* (2019) pp. 257–2575.
8. V. T. Nguyen and T. Dang, Cloudtraceviz: A visualization tool for tracing dynamic usage

- of cloud computing resources, in *2019 IEEE/ACM Industry/University Joint International Workshop on Data-center Automation, Analytics, and Control (DAAC)* (2019) pp. 1–6.
9. Vinh T Nguyen, Rebecca Hite, and Tommy Dang, Learners' technological acceptance of vr content development: A sequential 3-part use case study of diverse post-secondary students, *International Journal of Semantic Computing* **13**, 343–366 (2019).
  10. V. T. Nguyen, V. Pham, and T. Dang, Ufo\_tracker: Visualizing ufo sightings, in *2018 IEEE International Conference on Big Data (Big Data)* (2018) pp. 4352–4359.
  11. V. T. Nguyen, R. Hite, and T. Dang, Web-based virtual reality development in classroom: From learner's perspectives, in *2018 IEEE International Conference on Artificial Intelligence and Virtual Reality (AIVR)* (2018) pp. 11–18.
  12. Vinh The Nguyen, Akbar Siami Namin, and Tommy Dang, Malviz: An interactive visualization tool for tracing malware, in *Proceedings of the 27th ACM SIGSOFT International Symposium on Software Testing and Analysis, ISSTA 2018* (Association for Computing Machinery, New York, NY, USA, 2018) p. 376–379.
  13. Vinh The Nguyen, Tommy Dang, and Fang Jin, Predict saturated thickness using tensorboard visualization, in *Proceedings of the Workshop on Visualisation in Environmental Sciences, EnviroVis '18* (Eurographics Association, Goslar, DEU, 2018) p. 35–39.
  14. V. T. Nguyen and T. Dang, Setting up virtual reality and augmented reality learning environment in unity, in *2017 IEEE International Symposium on Mixed and Augmented Reality (ISMAR-Adjunct)* (2017) pp. 315–320.
  15. V. Nguyen, M. Y. Kabir, and T. Dang, Cancerlinker: Explorations of cancer study network, in *2017 IEEE Visualization in Data Science (VDS)* (2017) pp. 39–46.

#### **Other significant publications**

16. Kwanghee Jung, Vinh T. Nguyen, and Jaehoon Lee, Blocklyxr: An interactive extended reality toolkit for digital storytelling, *Applied Sciences* **11**, 10.3390/app11031073 (2021).
17. Kwanghee Jung, Vinh T Nguyen, Diana Piscarac, and Seung-Chul Yoo, Meet the virtual jeju dol harubang—the mixed vr/ar application for cultural immersion in korea's main heritage, *ISPRS International Journal of Geo-Information* **9**, 367 (2020).
18. Seungchul Yoo, Kwanghee Jung, Vinh T Nguyen, and Diana Piscarac, The effectiveness of jeju island mixed reality tourism application: Focusing on the moderating role of users' k-culture involvement, *International Journal of Advanced Culture Technology* **8**, 116–128 (2020).
19. Kwanghee Jung, Vinh T Nguyen, Seung-Chul Yoo, Seungman Kim, Sohyun Park, and Melissa Currie, Palmitoar: The last battle of the us civil war reenacted using augmented reality, *ISPRS International Journal of Geo-Information* **9**, 75 (2020).
20. Huyen N Nguyen, Vinh T Nguyen, and Tommy Dang, Interface design for hci classroom: From learners' perspective, in *International Symposium on Visual Computing* (Springer, 2020) pp. 545–557.
21. Tommy Dang, Anuththara Lokubandara, Ngan NV Nguyen, Peter C Lai, Vinh T Nguyen, and Chiquito Crasto, User as a bitter tastant: Immersive experience within the binding region of a bitter taste receptor, in *Proceedings of the 19th International Conference on Modeling & Applied Simulation (MAS 2020)* (2020) pp. 146–153.
22. Adrian Quintana, Vinh Nguyen, Tommy Dang, and Chiquito Crasto, Piacan: Pathway integration and analysis of cancer networks., in *BIOINFORMATICS* (2020) pp. 246–252.

23. Guangsheng Liang, Vinh Nguyen, Kimi Nakatsukasa, Aaron Braver, Tommy Dang, and Miranda Scolari, Multisensory integration of visual and auditory signals during second language learning, *Journal of Vision* **19**, 274–274 (2019).
24. V. Pham, V. T. Nguyen, and T. Dang, Iotviz: Visualizing emerging topics in the internet of things, in *2018 IEEE International Conference on Big Data (Big Data)* (2018) pp. 4569–4576.
25. N. V. T. Nguyen, V. T. Nguyen, V. Pham, and T. Dang, Finanviz: Visualizing emerging topics in financial news, in *2018 IEEE International Conference on Big Data (Big Data)* (2018) pp. 4698–4704.
26. Huyen N Nguyen, Ngan Nguyen, Vinh T Nguyen, and Tommy Dang, Iotnegviz: An interactive tool for visualizing negative aspects of iot, in *2018 IEEE International Conference on Big Data (Big Data)* (2018) pp. 4565–4568.
27. Tommy Dang and Vinh The Nguyen, ComModeler: Topic Modeling Using Community Detection, in *EuroVis Workshop on Visual Analytics (EuroVA)*, edited by Christian Tominski and Tatiana von Landesberger (The Eurographics Association, 2018).
28. Tommy Dang, Vinh Nguyen, and Md Yasin Kabir, Dycomdetector: Discover topics using automatic community detections in dynamic networks, in *KDD 2017 Workshop on Interactive Data Exploration and Analytics (IDEA'17)* (gatech).
29. Tommy Dang, Vinh T Nguyen, Vung Pham, Ghazanfar Ali, and Yong Chen, Hpcviz: Monitoring health status of high performance computing systems, in *The 2nd International Industry/University Workshop on Data-center Automation, Analytics, and Control*. (2018).
30. Wanli Xing, Vinh T Nguyen, and Yuanlin Zhang, Virtual reality-based logic programming environment: Infusing computing into science learning, in *The 2nd International Industry/University Workshop on Data-center Automation, Analytics, and Control*. (2020).

**(d) Programme committee members**

1. The 3rd Workshop on Big Data Engineering and Analytics in Cyber-Physical Systems (BigEACPS'20).
2. IEEE International Symposium on Mixed and Augmented Reality (ISMAR)
3. Association for educational communication and technology (AECT 2020)
4. The Symposium on Visual Information Communication and Interaction (VINCI 2020)
5. The Symposium on Visual Information Communication and Interaction (VINCI 2019)

**(e) Reviewer for**

1. Journal of Human Computer Interaction.
2. Journal of Visualization.
3. Journal of Multimedia Tools and Applications.
4. Journal of Scientific Programming.
5. IEEE International Symposium on Mixed and Augmented Reality (ISMAR).
6. The Symposium on Visual Information Communication and Interaction (VINCI).
7. Nordic forum for Human-Computer Interaction (HCI).
8. Journal of Information Systems Education (JISE).
9. International Conference on Computer Science and Application Engineering (CSAE).
10. International Conference on Multimodal Interaction (ICMI).
11. IEEE Symposium on Visualization for Cyber Security.
12. IEEE Pacific Visualization Symposium (PacificVis).