

# Hoang Khoi Do

☎ +353 89 450 4294 [in in/hoangkhoido](https://www.linkedin.com/in/hoangkhoido) [G KhoiDOO](https://github.com/KhoiDOO) [G GoogleScholar](https://scholar.google.com/citations?user=...)

## Education

**CS PhD Student** [Trinity College of Dublin](#)

**Dublin, Ireland** 2024-2028

- Research: Language-driven 3D Content Generation, led by [Dr. Binh-Son Hua](#).

**Bachelor of Science** [Hanoi University of Science and Technology](#)

**Hanoi, Vietnam** 2020-2024

- Program: Advanced Electronics and Telecommunication (Full-Time English Program)

## Research Interest

My research interests include conditional 3D Content Synthesis and (3D) Computer Vision. Specifically, I am interested in 3D-based / Multi-view Diffusion Model, Diffusion & Flow Matching based Score Distillation, and Continuous Masked Autoregressive Model for Continuous 3D Generation.

## Publications

- [\[paper\]](#)[\[code\]](#). **Khoi Do**, Binh-Son Hua, Text-to-3D Generation using Jensen-Shannon Score Distillation. International Conference on 3D Vision, 3DV 2026.
- [\[paper\]](#)[\[code\]](#). **Khoi Do**, Duong Nguyen, Nam-Khanh Le, Quoc-Viet Pham, Binh-Son Hua, and Won-Joo Hwang, "Domain Generalization via Pareto Optimal Gradient Matching", 28th ECAI, 2025.
- [\[paper\]](#)[\[code\]](#). **Khoi Do**, Nguyen, D., Tran, N. H., and Nguyen, V. D., "PAT: Pixel-wise Adaptive Training for Long-tailed Segmentation", Pattern Recognition Letters, 2025.
- [\[paper\]](#)[\[code\]](#). **Khoi Do**, Nguyen, D., Nguyen, H., Tran-Thanh, L., Tran, N.-H., and Pham, Q.-V., "Revisiting LARS for Large Batch Training Generalization of Neural Networks", IEEE Transactions on Artificial Intelligence, 2025.

## Working Experience

**AI Research Engineer** [Gotit - ScanIt Vietnam \(DayOne\)](#)

**Hanoi, Vietnam** 06/2023 - 06/2024

- Developed a **3D Geometry Restoration** pipeline for **document dewarping**, utilizing **Structural and Textual Line Matching** to correct perspective distortion.
- Training **light-weight** (< 5M params) models for **document information extraction, OCR, and classification** (~ 2000 documents/seconds).

**AI Research Engineer** [TrueID - VNG Corporation \(Tencent-invested\)](#)

**Hanoi, Vietnam** 11/2022 - 11/2023

- Researching on **document dewarping** by modeling the problem as a 3D surface reconstruction task, utilizing **Control Points Prediction** to correct geometric distortions.
- Secured a **\$1M R&D contract** with **Asia Commercial Bank** by designing a **lightweight**, high-throughput anomaly detection system, outperforming competitor benchmarks in accuracy and latency.

**Software Engineer** [ADT Creative - ADT Group](#)

**Hanoi, Vietnam** 7/2019 - 9/2020

- Developing AR/VR/MR motion-tracking applications and games with **Unity** and **Vuforia**. Within 2 years, more than 20 contracts from the Entertainment groups for Music Festival Advertisements, local branding store for production trial.

## Skills

- **Foundations:** (3D) Computer Vision, (3D) Deep Learning, and Computational Geometry.
- **Programming Languages:** Python, C++, C, Blender Scripting, CUDA (basic).
- **Deep Learning Frameworks:** Pytorch, TensorFlow, Diffusers.
- **(3D) Computer Vision Frameworks:** Trimesh, Open3D, Pytorch3D, OpenCV, Scikit-Learn, Scikit-Image.
- **(3D) Software:** Blender, Unity, Git, Matlab, Docker, KubeFlow.

## Academic Service

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### Reviewer

2024 - 2025

- ICLR 2025, 3DV 2026, ICLR 2026, CVPR 2026.

## Reference

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- Assist. Prof. Binh Son Hua -  - School of Computer Science and Statistics, Trinity College Dublin.
- Assoc. Prof. Nguyen Hoang Tran -  - School of Computer Science, the University of Sydney.
- Full. Prof. Long Tran-Thanh -  - Department of Computer Science, University of Warwick.
- Assist. Prof. Quoc-Viet Pham -  - School of Computer Science and Statistics, Trinity College Dublin.