

## 1. Name: MAI XUAN TRANG

### 2. Education

Degree	Field	Institution	Year
Post-doc	Services & Cloud Computing	Kyoto University, Kyoto, Japan	2016
Ph.D.	Informatics	Kyoto University, Kyoto, Japan	2015
M.Sc.	Information & Communication Technology	King Mongkut's Institute of Technology Ladkrabang, Bangkok, Thailand	2011
B.Sc.	Information Technology	Hanoi University of Science and Technology, Hanoi, Vietnam	2008

### 3. Academic experience

Institution	Rank, Title	Year/Period	FT/PT
Phenikaa University	Lecturer, Program chair, Vice-Dean	2020 – Present	FT
Kyoto University	Research Assistant	2015 – 2016	FT
Kyoto University	Ph.D. Candidates	2012 – 2015	FT

### 4. Non-academic experience

Company	Position	Year/Period	FT/PT
Powergate Labs, Hanoi, Vietnam	Founder & Director	9/2021 – Present	PT
DataSart Ltd., Hanoi, Vietnam	CEO	8/2018 – 10/2020	FT
Amida Group, Osaka, Japan	R&D Leader	5/2016 – 7/2018	FT
Saltlux Inc., Hanoi, Vietnam	R&D Engineer	6/2011 – 9/2012	FT

### 5. Certifications or professional registrations

- NVIDIA DLI University Ambassador & DLI Certified Instructor
- AWS Academy Accredited Educator

### 6. Current membership in professional organizations

N/A

### 7. Honors and awards

- Best paper award, issued by 12th IEEE International Conference on Services Computing (SCC), 2015

### 8. Service activities

N/A

### 9. Briefly list the most important publications and presentations

- Mai Cong, H., Trang, M.X., Yamada, A., Takashi, S., Tosa, N., Nakatsu, R. (2023). A Deep Learning-Based Approach for Generating 3D Models of Fluid Arts. In: Brooks, A.L. (eds) ArtsIT, Interactivity and Game Creation. ArtsIT 2022. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol 479. Springer, Cham. [https://doi.org/10.1007/978-3-031-28993-4\\_4](https://doi.org/10.1007/978-3-031-28993-4_4)
- Hung, M.C., Trang, M.X., Yamada, A., Tosa, N., Nakatsu, R. (2022). Improvement of Deep Learning Technology to Create 3D Model of Fluid Art. In: Göbl, B., van der Spek, E., Baalsrud Hauge, J., McCall, R. (eds) Entertainment Computing – ICEC 2022. ICEC 2022. Lecture Notes in Computer Science, vol 13477. Springer, Cham. [https://doi.org/10.1007/978-3-031-20212-4\\_18](https://doi.org/10.1007/978-3-031-20212-4_18)

- Hung, M.C., Trang, M.X., Nakatsu, R., Tosa, N. (2022). Unusual Transformation: A Deep Learning Approach to Create Art. In: Wölfel, M., Bernhardt, J., Thiel, S. (eds) ArtsIT, Interactivity and Game Creation. ArtsIT 2021. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering, vol 422. Springer, Cham. [https://doi.org/10.1007/978-3-030-95531-1\\_21](https://doi.org/10.1007/978-3-030-95531-1_21)
- Hung, M.C., Trang, M.X., Tosa, N., Nakatsu, R. (2021). Transformation of Landscape into Artistic and Cultural Video Using AI for Future Car. In: Rauterberg, M. (eds) Culture and Computing. Design Thinking and Cultural Computing. HCII 2021. Lecture Notes in Computer Science(), vol 12795. Springer, Cham. [https://doi.org/10.1007/978-3-030-77431-8\\_25](https://doi.org/10.1007/978-3-030-77431-8_25)
- Hung, M.C., Trang, M.X., Tosa, N., Nakatsu, R. (2021). IkebanaGAN: New GANs Technique for Digital Ikebana Art. In: Rauterberg, M. (eds) Culture and Computing. Interactive Cultural Heritage and Arts. HCII 2021. Lecture Notes in Computer Science(), vol 12794. Springer, Cham. [https://doi.org/10.1007/978-3-030-77411-0\\_7](https://doi.org/10.1007/978-3-030-77411-0_7)
- Mai Xuan, T., Murakami, Y., Ishida, T. (2018). Policy-Aware Language Service Composition. In: Murakami, Y., Lin, D., Ishida, T. (eds) Services Computing for Language Resources . Cognitive Technologies. Springer, Singapore. [https://doi.org/10.1007/978-981-10-7793-7\\_4](https://doi.org/10.1007/978-981-10-7793-7_4)
- M. X. Trang, Y. Murakami and T. Ishida, "Policy-Aware Service Composition: Predicting Parallel Execution Performance of Composite Services," in IEEE Transactions on Services Computing, vol. 11, no. 4, pp. 602-615, 2018. <https://doi.org/10.1109/TSC.2015.2467330>

#### **10. Briefly list the most recent professional development activities**

- Reviewer for International journals: Transactions on Services Computing, IEEE Internet of Things, Vietnam Journal of Science and Technology.
- Reviewer for International conferences: IEEE KSE, VNICT.
- Program Committee member: IFIP-ICEC 2022, IFIP-ICEC 2023.