

Tom Nguyen

AI Engineer — Minh Thông Nguyễn · Founder, NYX Studio

Lam Dong, Vietnam
minhthong.nguyen.wss@gmail.com
github.com/ToyzZone · portfolio.nyx-app.com
linkedin.com/in/tomnguyen-nyx

AI engineer and founder of NYX, a one-person software studio. I ship production AI products end to end, with a deterministic core and the LLM kept at the edge — five products live in 2026, 2,000+ passing tests across them. BSc, University of Waterloo.

EXPERIENCE

Founder & Engineer — NYX Studio · Vietnam

2026 – PRESENT

- Built and run chessova.com, a live chess platform with tournament broadcast, dual-engine analysis, a 25,000-puzzle bank, a Remotion-based clip studio, and a paid Pro tier; 1,400+ passing tests.
- Built Guardian, a compliance console that blocks non-compliant product listings against real law with a deterministic verdict engine — Runner-Up, Retail track, Agentic AI Build Week 2026 by GenAI Fund; swept 48 live product pages with zero false positives.
- Built Wingman, a chat-commerce agent for the KFC Vietnam menu with deterministic, server-side pricing on every order; 65 tests.
- Built Nyx Persona, a human-gated AI social publisher — approvals are cryptographically bound to the exact published bytes via sha256; 480 tests.
- Took over a teammate's hackathon build and re-architected it into Randy, a bilingual retail sales agent over an 11,865-SKU catalog — search, comparison and PC builds decided by server code, hardened across six adversarial stress rounds; tests 44 → 327.
- Delivered a bilingual corporate site for V.Star, a Vietnamese industrial group (327-web.vercel.app).

Undergraduate Researcher — Deep HE Project — University of Medicine and Pharmacy at Ho Chi Minh City · Ho Chi Minh City, Vietnam

AUG 2023 – JAN 2025

- Built a CNN-based diagnostic tool for malignant lymphoma on H&E-stained histology images.
- Improved model diagnostic performance by at least 20% over the prior baseline.
- Ran HoVer-Net nuclei segmentation inside the QuPath imaging platform.

AI Engineer Intern — Vietsol Limited — ADAS team · Remote, Vietnam

FEB – AUG 2024

- Built machine-learning models for adaptive cruise control, object detection, and distance estimation, using Python, TensorFlow, and PyTorch.
- Deployed a YOLO-based face-recognition model to micro devices, reaching 0.5-second inference time.
- Tested edge AI models on ARM Cortex-M7 and Jetson Nano hardware, cutting false positives by 15%.

AI Engineer Intern — FPT Software — QAI · Hanoi, Vietnam

AUG – NOV 2023

- Built a receipt and invoice OCR pipeline with PaddleOCR, improving extraction accuracy by 40%.
- Extended the pipeline to handle Vietnamese-language documents.
- Built weapon-recognition vision models from 15,000 labeled frames drawn from 100+ hours of footage, running a custom YOLO model at 40 FPS.

EDUCATION

University of Waterloo — BSc, General Science

SEPT 2021 – DEC 2025
Waterloo, ON, Canada

SKILLS

Web — TypeScript, React, Next.js

Rust — Tokio, Axum

Python — PyTorch, TensorFlow

Data — Postgres, Redis

LLM systems — tool-calling agents, deterministic verdict and pricing cores, prompt-injection hardening

CI & testing — Vitest, Playwright