Lan-Anh (Lanni) Dang-Vu

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Education

University of California, Irvine   Irvine, CA
Bachelor of Science in Computer Science   *Sep. 2021 – June 2025*
Dean's Honor List Recipient: Fall 2023, Winter 2024, Spring 2024, Fall 2024
- **Specializations**: Artificial Intelligence, Architecture and Embedded Systems
- **Relevant Coursework:** Data Structures and Algorithms, Machine Learning/Data Mining, Information Retrieval, Computer Systems, Computer Networks, Design and Analysis of Algorithms, Embedded Systems, Data Management, IoT Software and Systems
- **Organizations:** Executive Chair for AI @ UCI, Women in Information and Computer Sciences (WICS)

Technical Skills

Languages: Python, C++, C, C#, SQL, HTML/CSS
Developer Tools: Git, Google Cloud Platform, Postgres, Jupyter Notebook, Unix, Figma
Libraries: pandas, NumPy, Matplotlib, Arduino, Raspberry Pi, TensorFlow, Conda

Experience

AI/ML Undergraduate Researcher   Oct. 2024 – Present
UCI's Donald Bren School of Information and Computer Sciences   *Irvine, CA*
- Creating APIs for handling spatial modeling data from over 34 pre-trained entries and integrating 3 different datasets into training pipelines to enhance model compatibility.
- Developing and implementing cross-dataset benchmarking models on Unix-based HPC systems to ensure accurate pose predictions across datasets with varying structures and labeling.

Data Analyst Intern   July 2023 – Sep. 2023
Objectstream, Inc.   *Remote*
- Utilized SQL to construct efficient queries for data profiling, transformation, and analysis. Effectively filtered and organized data sets to derive insights and meet project requirements.
- Conducted comprehensive data profiling on over 1,000,000 data points to identify data quality issues and patterns, leading to a significant reduction in data errors.
- Created an efficient technique using SQL to reduce download speeds of large data sets from hours to under 5 minutes.
- Collaborated cross-functionally to bridge communication gaps and ensure cohesive work production between teams.

Projects

AI Music Deepfake Detection (Sound Ethics) | *Python, Google Cloud Platform, Librosa*   January 2025
- Leading a team of 7 students on an industry-sponsored project with the CEO and Executive team of Sound Ethics, researching and developing AI-generated music detection to protect artists from deepfake copyright infringement.
- Developing machine learning models for Generative Music AI, Singing Voice AI, and Spoken Voice AI detection, while preprocessing audio using stem separation, noise removal, and feature extraction with librosa, ffmpeg, and mutagen.
- Following Agile Scrum methodologies, conducting iterative sprints and stand-ups to ensure efficient workflow and and collaboration.

Search Engine | *Python, Streamlit, GitHub*   May 2024
- Developed a search engine with a GUI from scratch that is capable of handling tens of thousands of documents/Web pages under harsh operational constraints, with a query response time under 300ms.
- Implemented Simhashing, inverted indexing, Page Rank, and cosine similarity to ensure the best search results.

Song Recommender | *Python, Spotify API*   December 2022
- Developed a music recommendation program with Python utilizing the Spotify API library.
- Enabled users to discover songs similar to their preferences based on genre, danceability, etc.
- Integrated a user-friendly interface for browsing and previewing recommendations.